

111 rue Montalivet 82

4

HAROLD B. LEE LISRARY BRIGHAM YOUNG UNIVERSITY PROVO, UTAH

L'ILLUSTRATION

60° Année.

PARIS: 13, Rue Saint-Georges

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THÉATRE NATIONAL DE L'OPÉRA



M. JEAN DE RESZKÉ. - Phot. Nadar.

CIQUE 32° ANNÉE ueville (17°)

LONNE

, à 2 h. 1/4

INNE LER Y MONDON

ROI D'YS

(Redemandée)

ED. LALO

Duo du 3º

Acte

SIEGFRIED

RICHARD

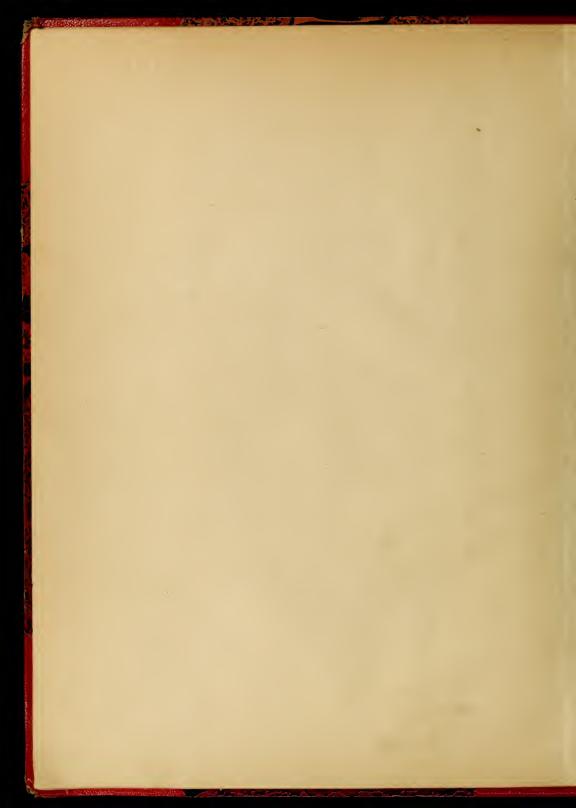
WAGNER

Brünnhilde.....

Mm FÉLIA LITVINNE. Chaufel danou M. BURGSTALLER. Siegfried.....

Wotan M. VAN ROOY.

M OLITZKA. Erda



LANNEAU DU NIBELOUNG

Poème et Musique.

BICHARD MYZNEB

Version Française par Alfred Ernst

> PARTITION POUR (HANT&PIANO PRIX: 20 FR.NET.

PARIS: ADITIONS SCHOTT

BOULEVARD MALESHERBES (RUE D'ANIOU 40)

LONDRES: SCHOTT & C' & MAYENCE: B. SCHOTT'S SÖHNE & BRUXELLES: SCHOTT FRÈRES

PROPRIÉTÉ ENREGISTRÉE POUR TOUS PAYS.

SIEGFRIED.

PERSONNAGES.

SIEGFRIED TÉNOR.	BRUNNHILDE SOPRANO.
MIME TÉNOR.	ERDA CONTRALTO
LE VOYAGEUR (Wotan) BARYTON.	LA VOIX de L'OISEAU de
ALBERICH BARYTON.	LA FORÊT SOPRANO. FAFNER BASSE.

L'ACTION SE PASSE:

Au premier acte. Une grotte formée par des roches.

Au deuxième acte. Les profondeurs de la forêt.

Au troisième acte. Un site sauvage, au pied d'un roc (1er tableau).

Le sommet du roc er de Brunnhilde (2me tableau).

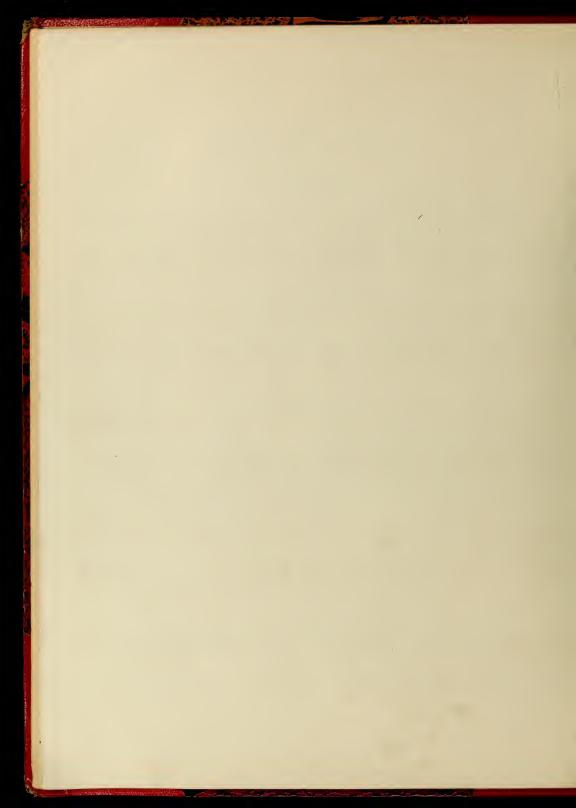
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Pour traiter des représentations, des exécutions et de la location de la partition et des parties d'orchestre de "Siegfried" s'adresser à Monsieur Eugène Fromont, (10 rue d'Anjou, Paris) unique représentant pour la France, la Belgique, la Hollande, et la Suisse de MM. B. SCHOTT'S SÓHNE, seuls propriétaires pour tous les pays des CSHOTS SOHNE, seuls propriétaires pour tous les pays des Austres chanteurs de Nitemberg, Parsifal.

L'or du Rhin, La Valkyrie, Siegfried, Le Crépuscule des Dieux, Les Maitres chanteurs de Nitemberg, Parsifal.

Les exécutions publiques des ouvrages ci-dessus mentionnés, même au piano, sont soumises à une autorisation spéciale.



SIEGFRIED

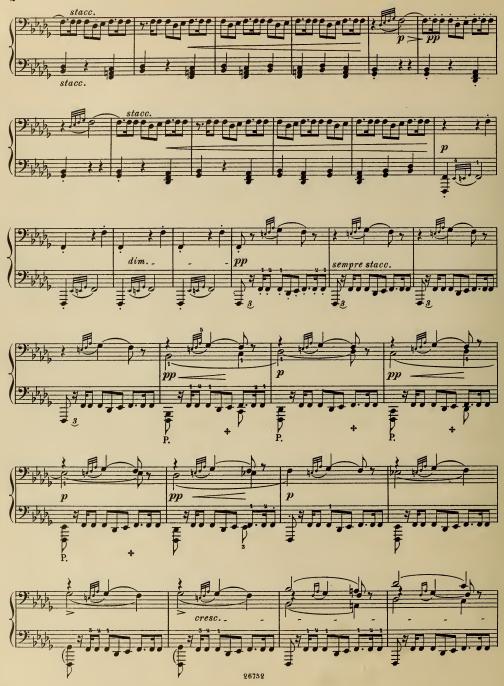
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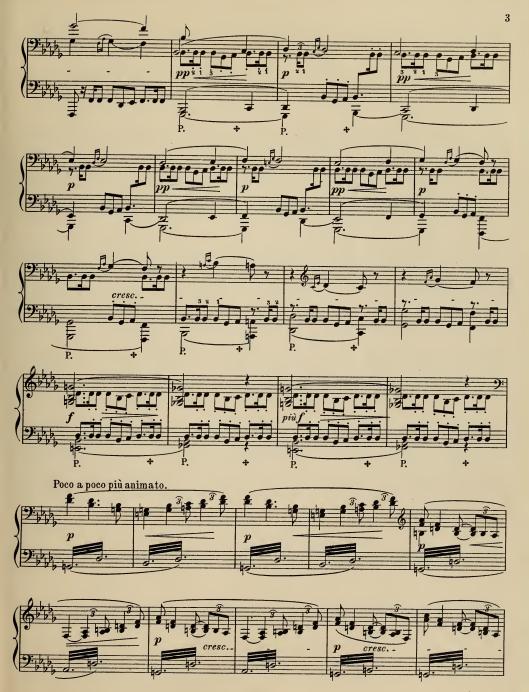
RICHARD WAGNER.

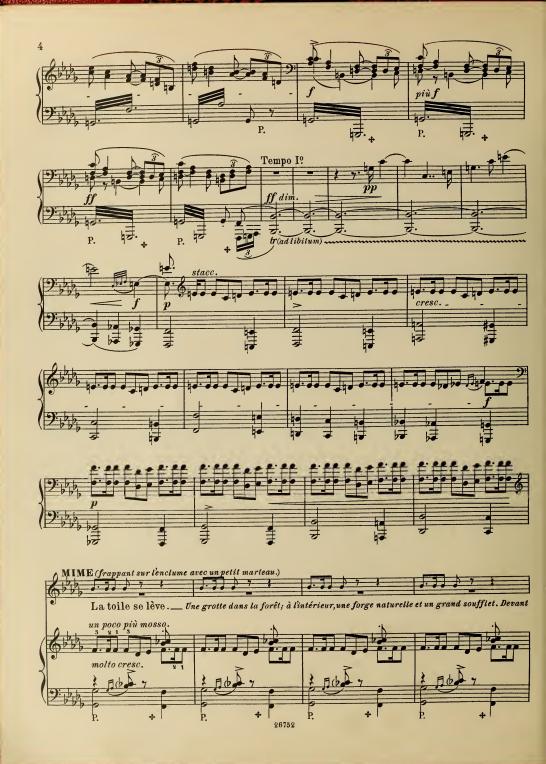
PREMIER ACTE.

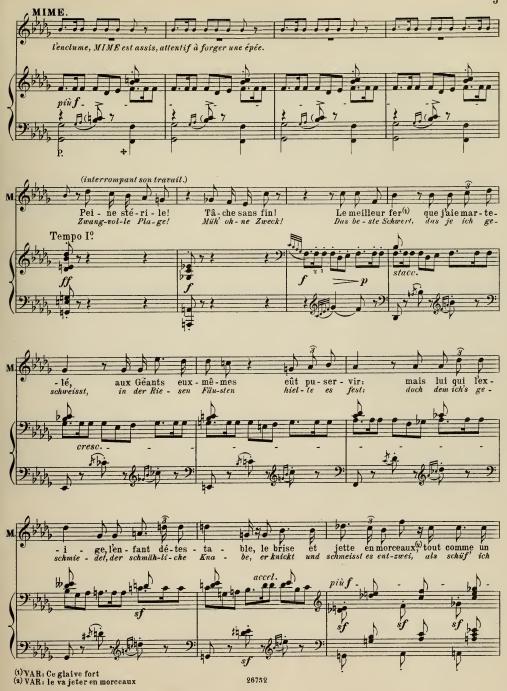
Prélude et première scène.

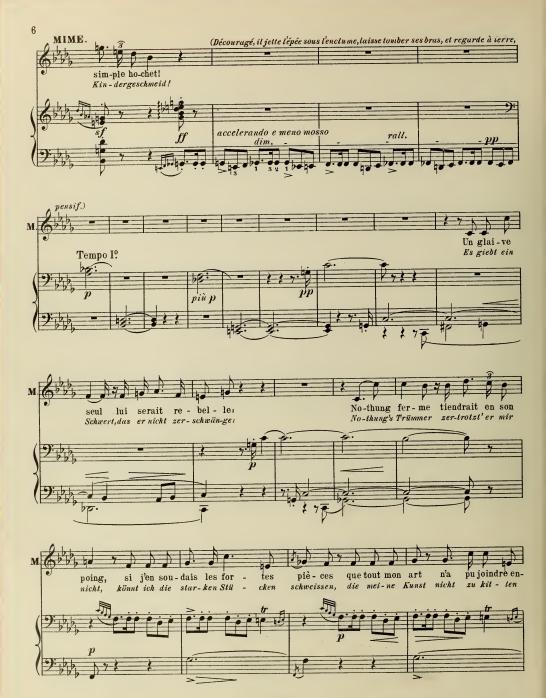


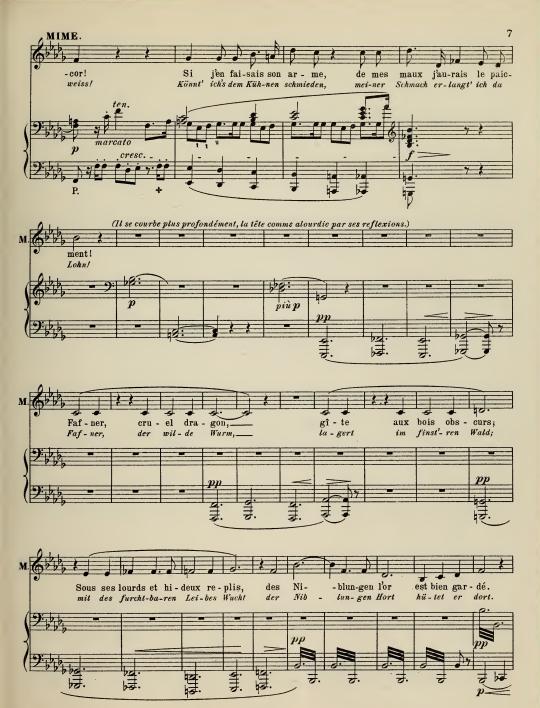






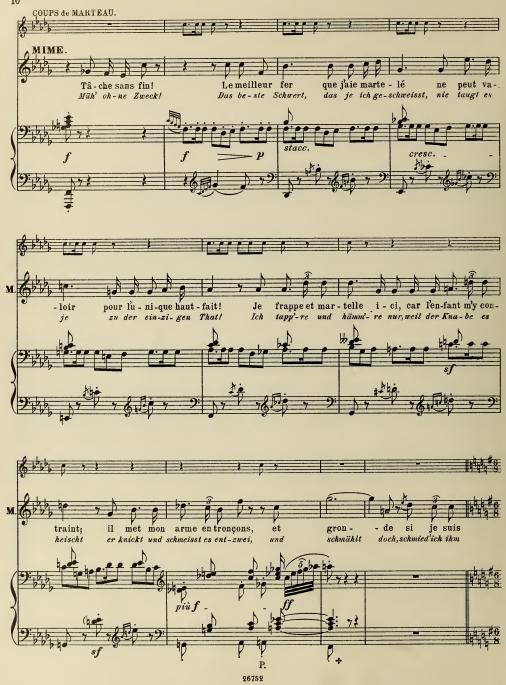








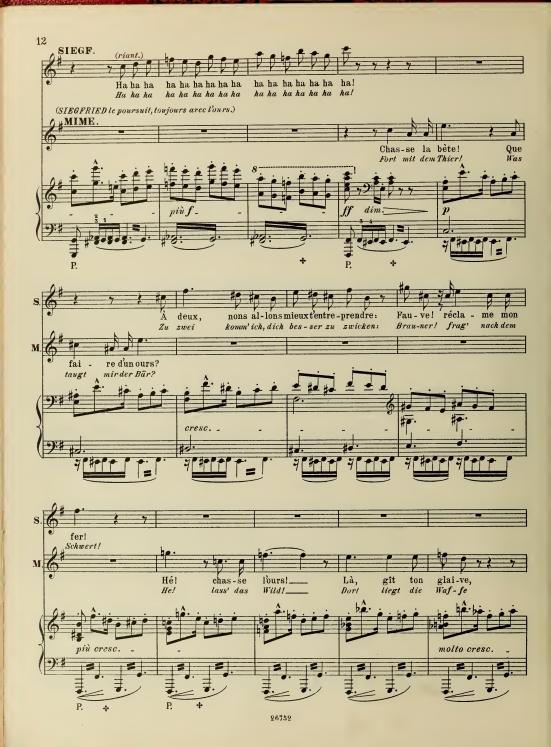


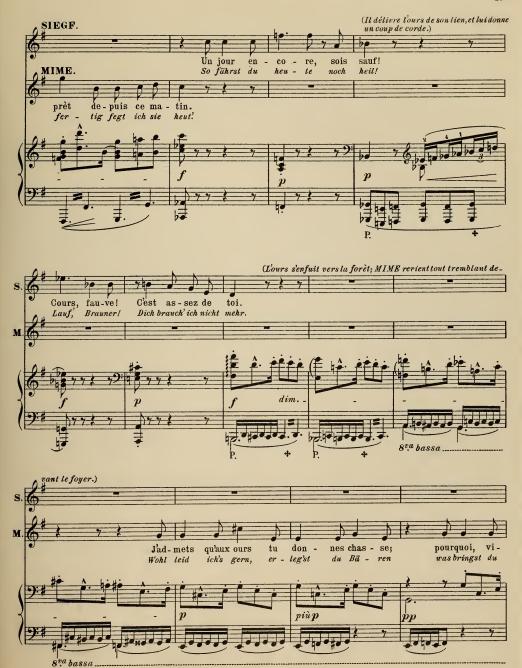


(SIEGFRIED, vètu grossièrement, un cord'argent à son cou, accourt avec impétuosite; il conduit un grand ours muselé d'un lien fait décorces d'arbres et le lance joyeusement sur MIME.)



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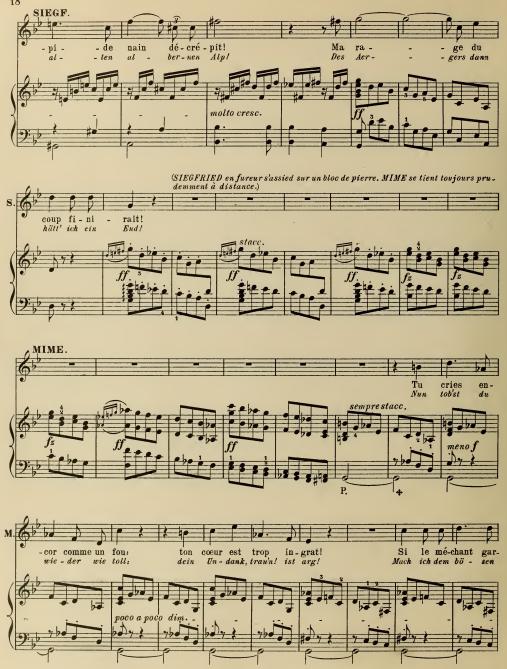






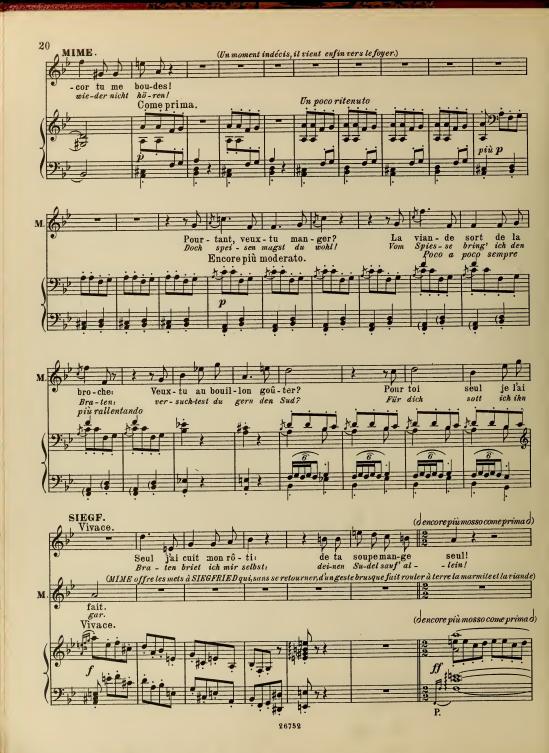






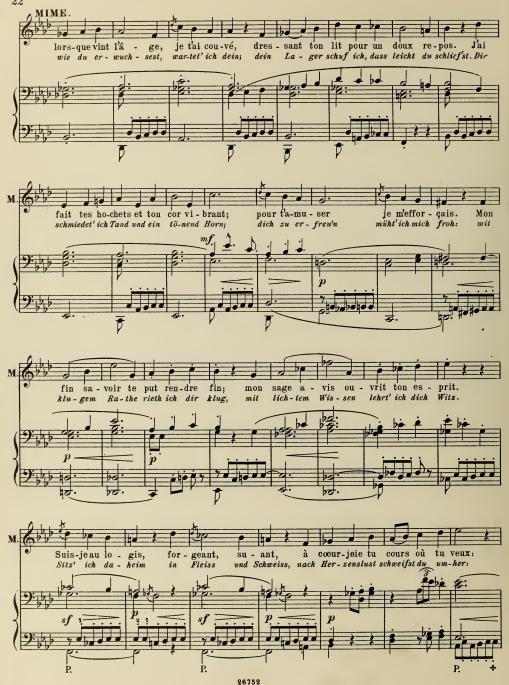






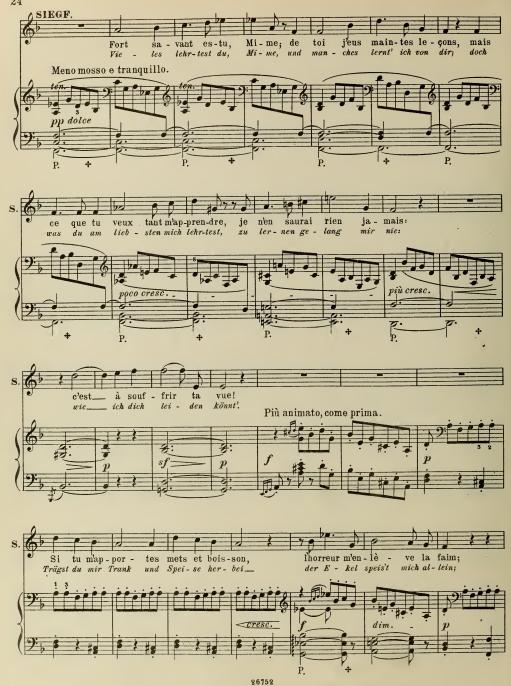


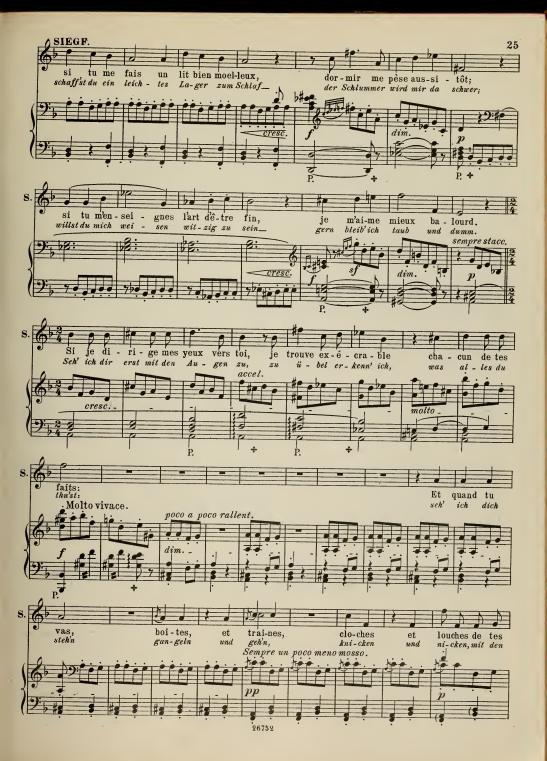


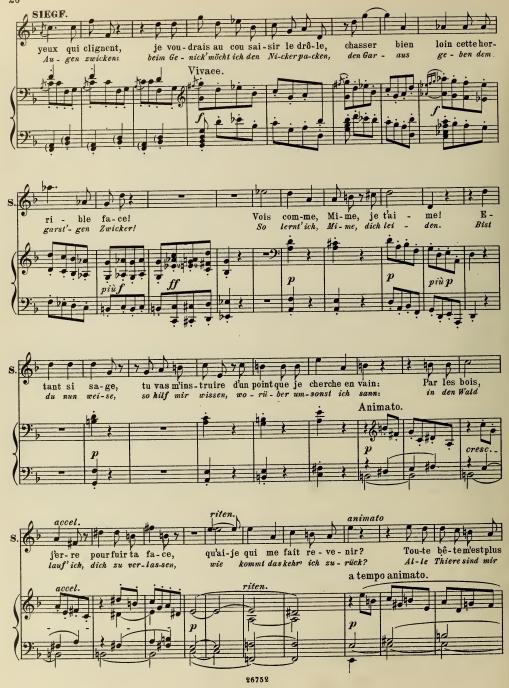








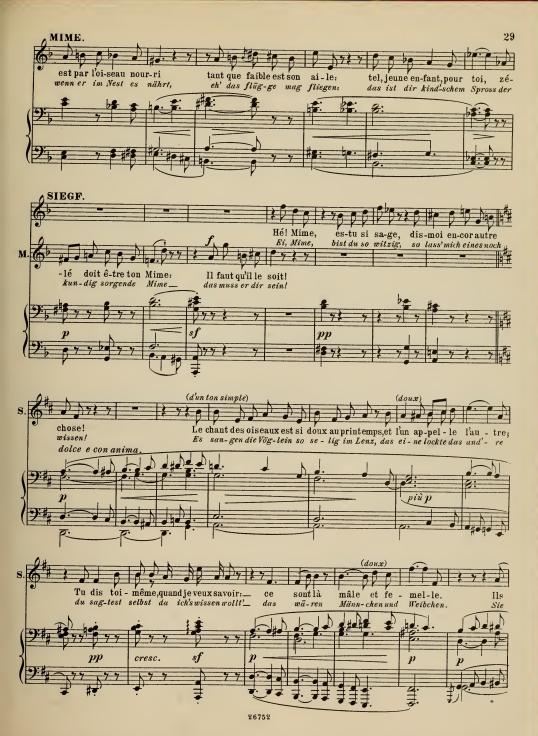


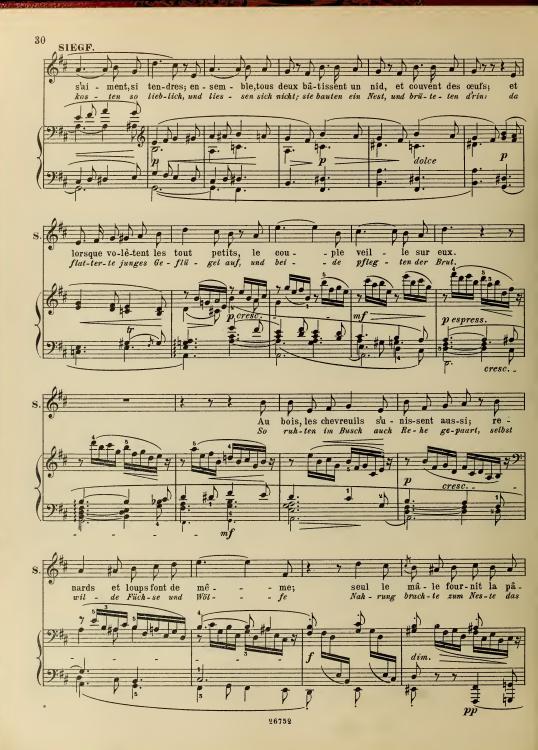


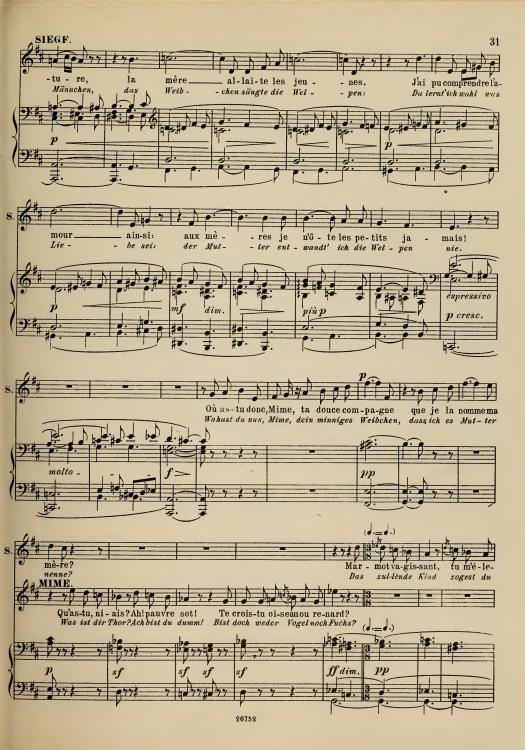


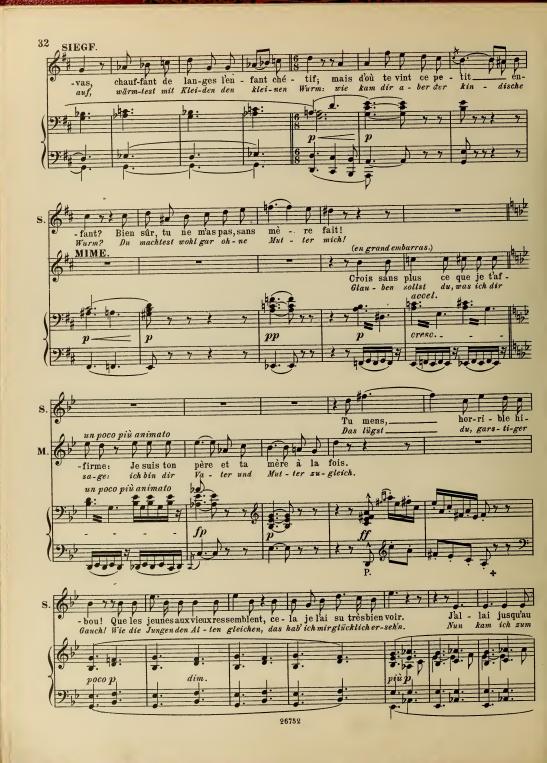






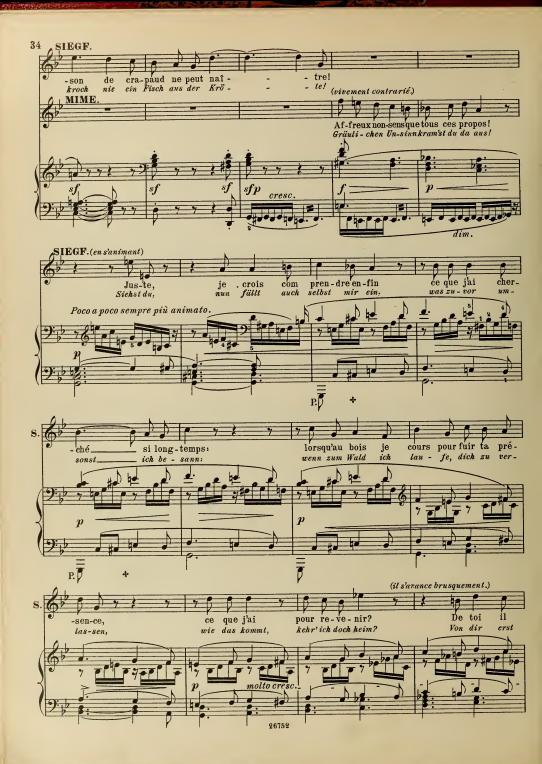


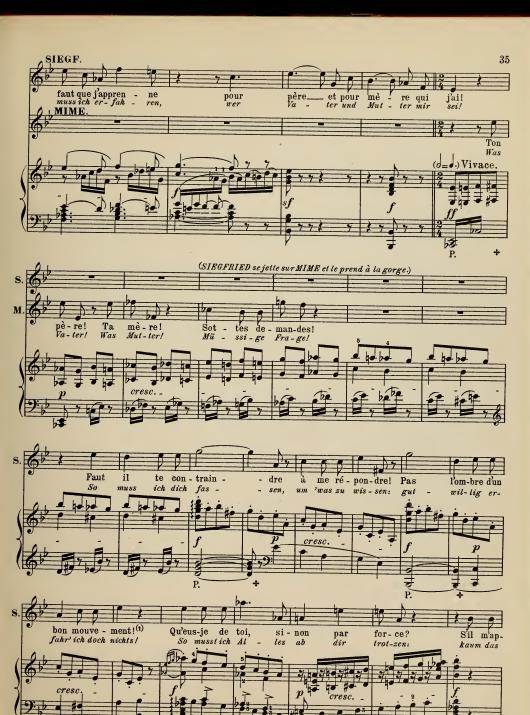








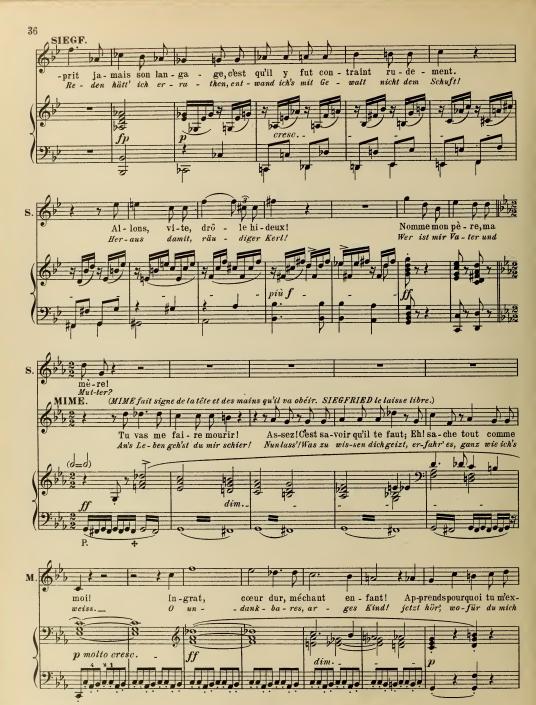


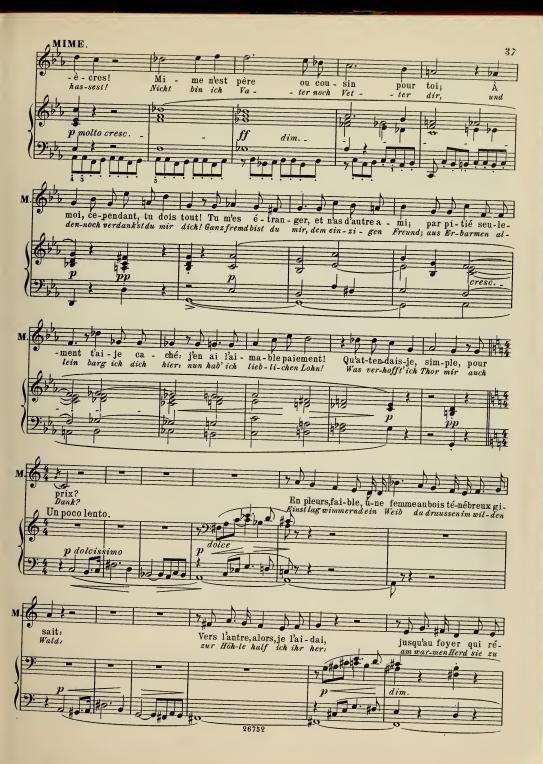


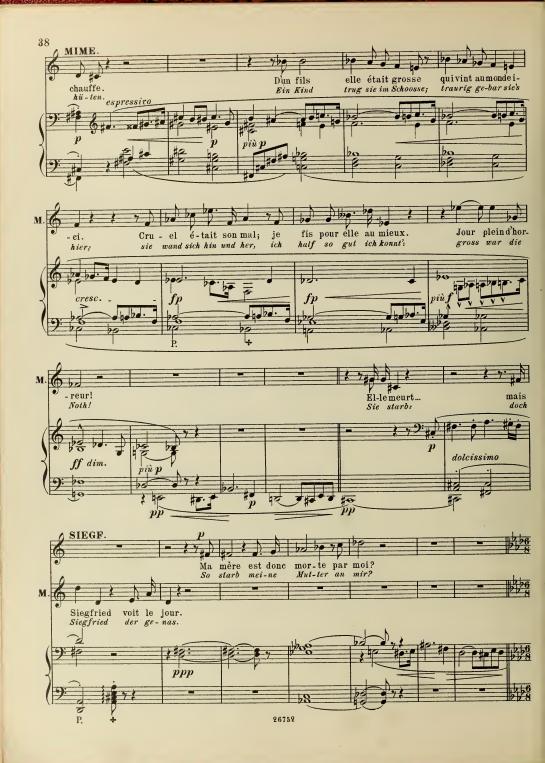
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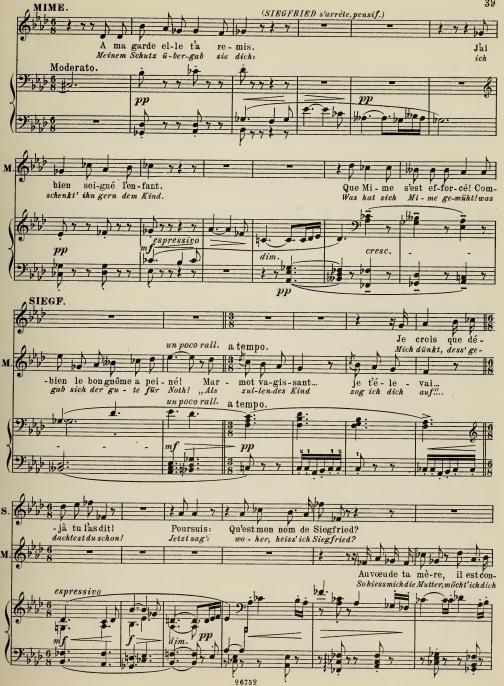
(1) VAR: Rien, rien à tenir de ton gré!

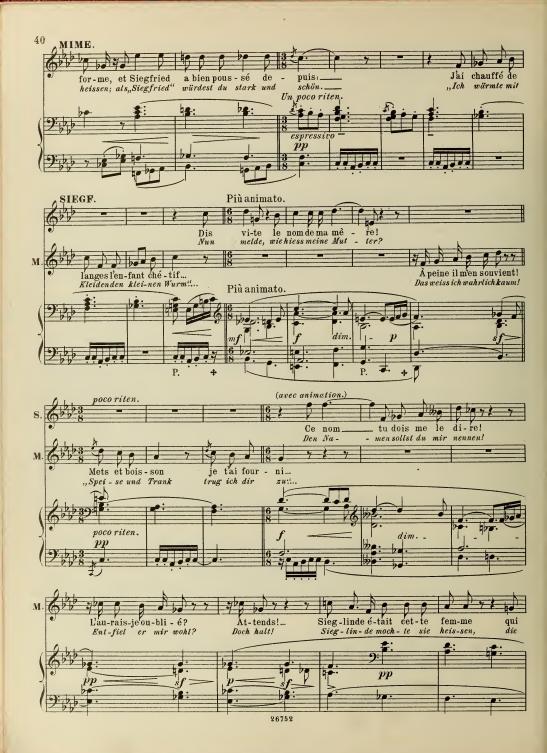




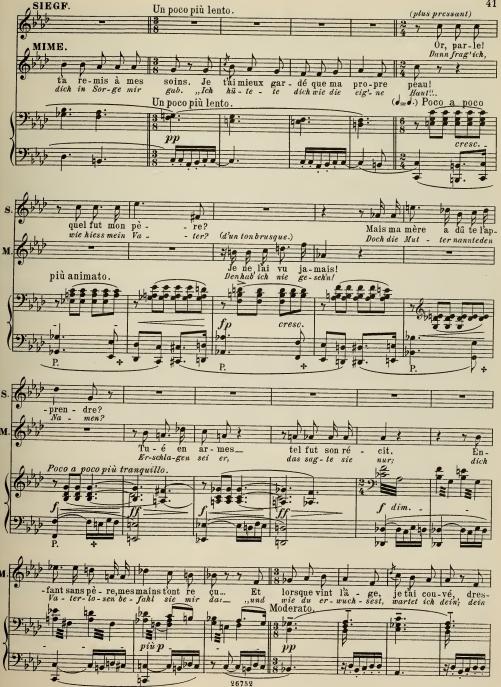




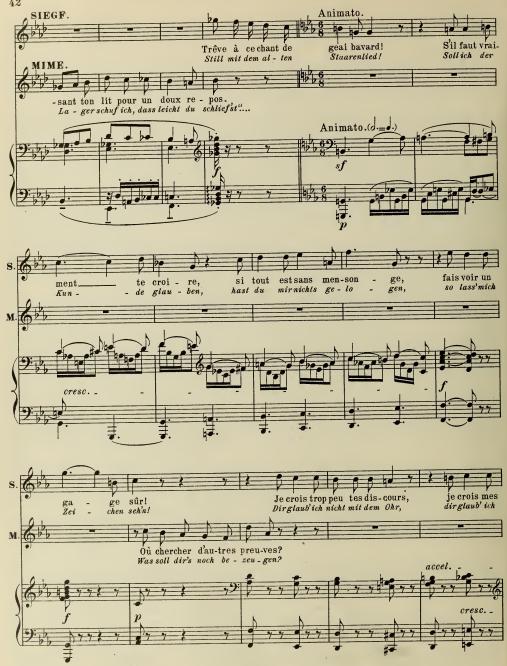




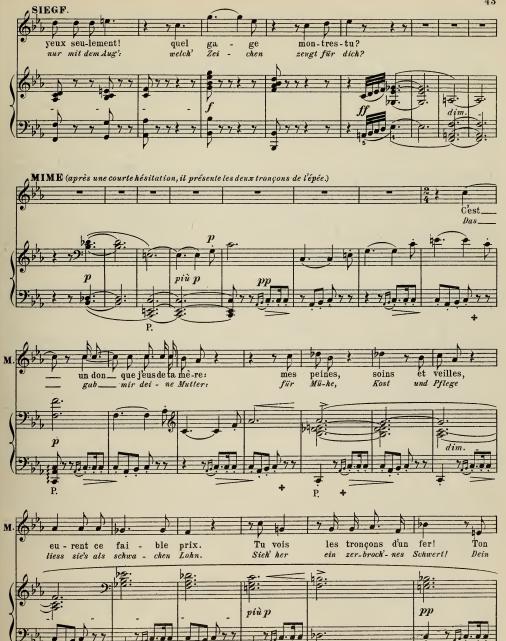


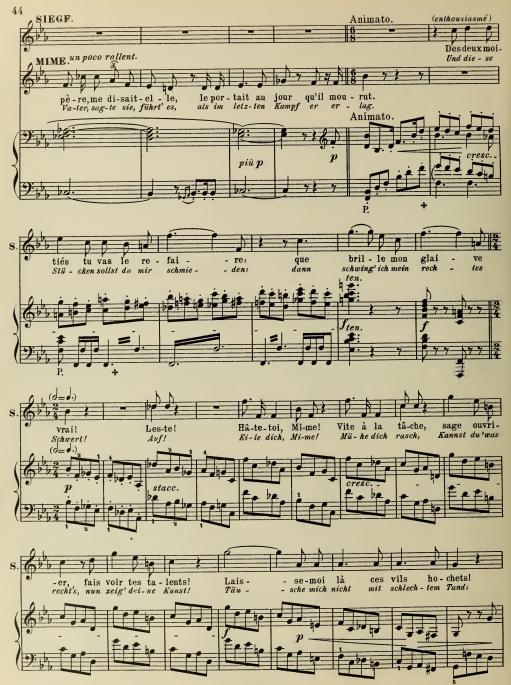






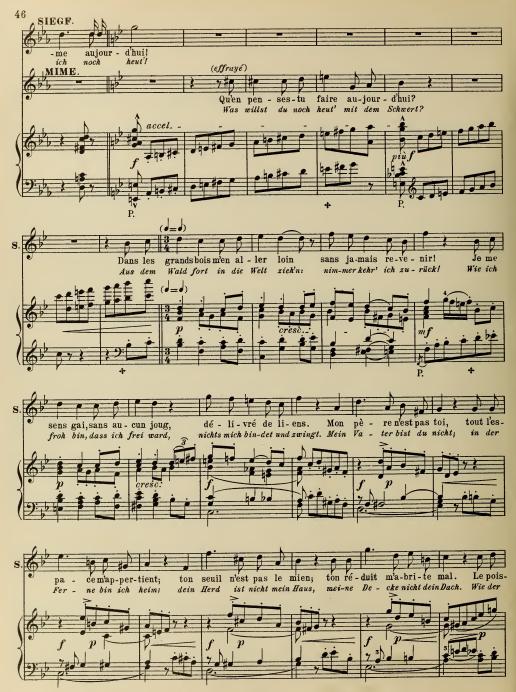


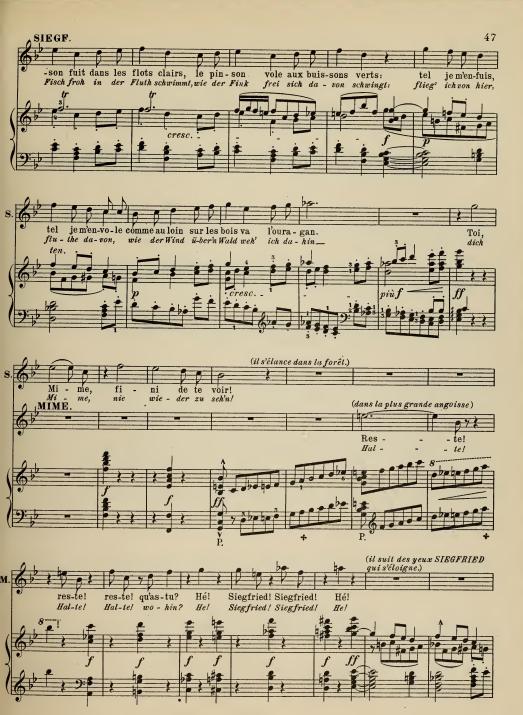


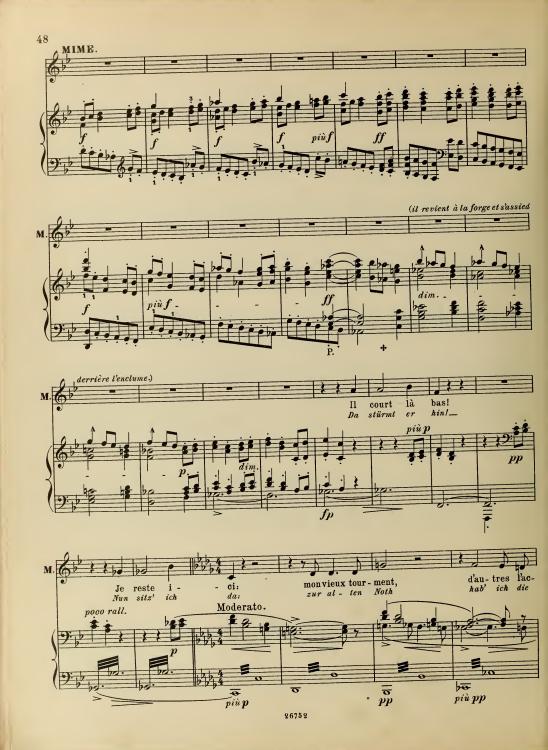


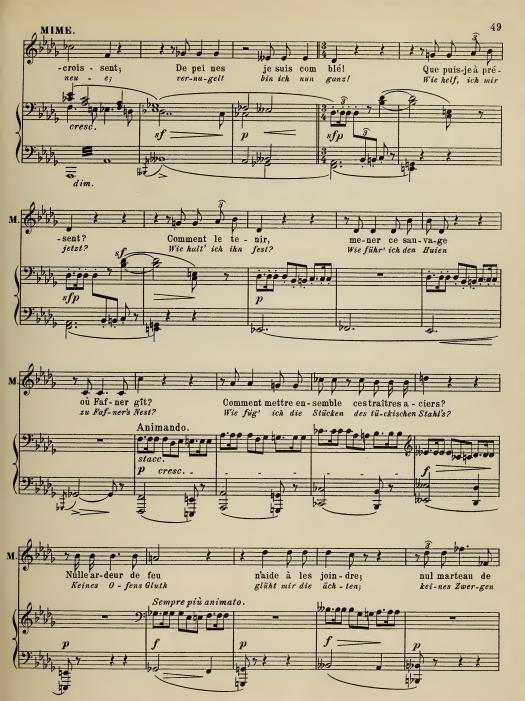








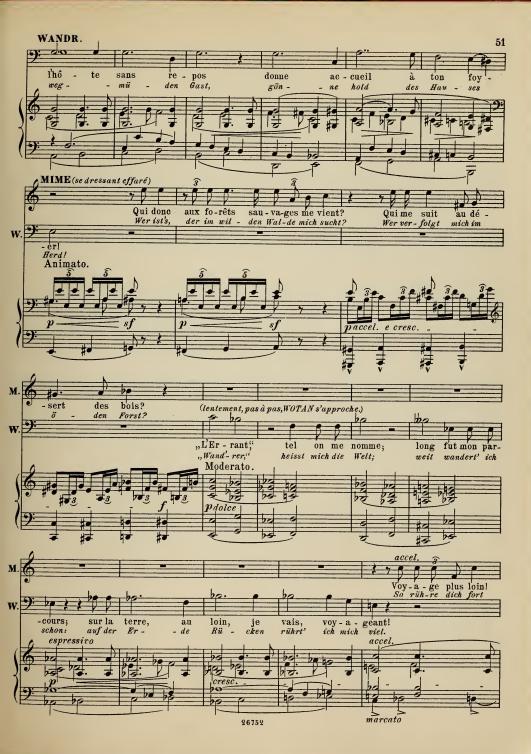


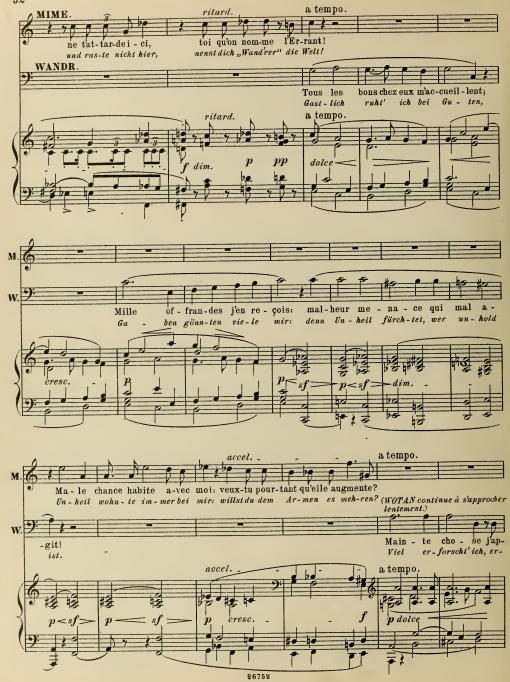


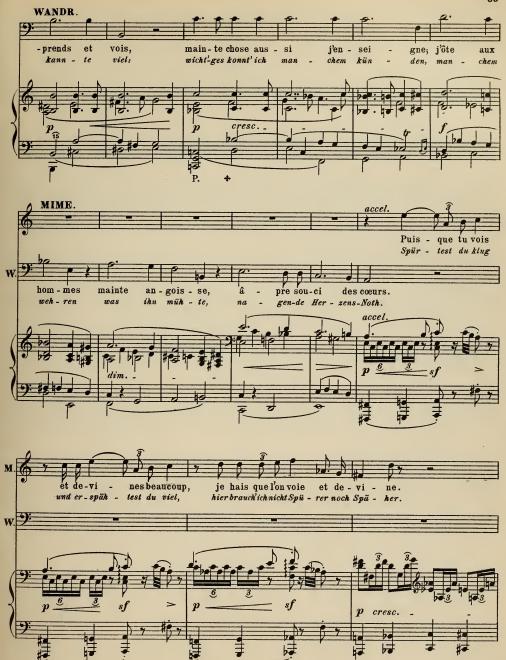








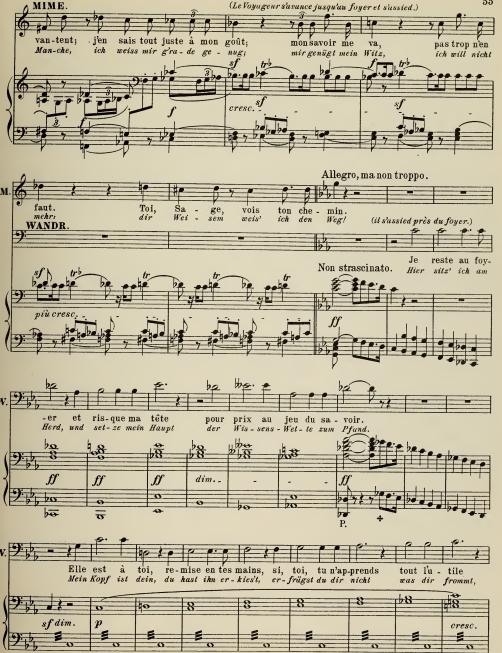












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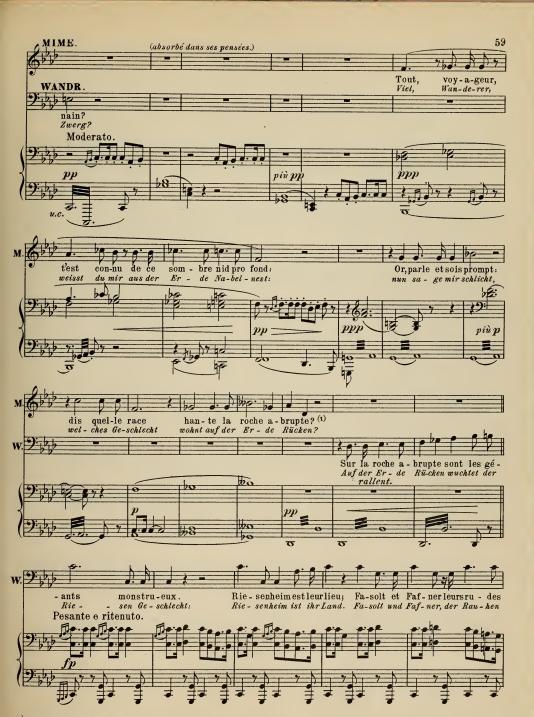


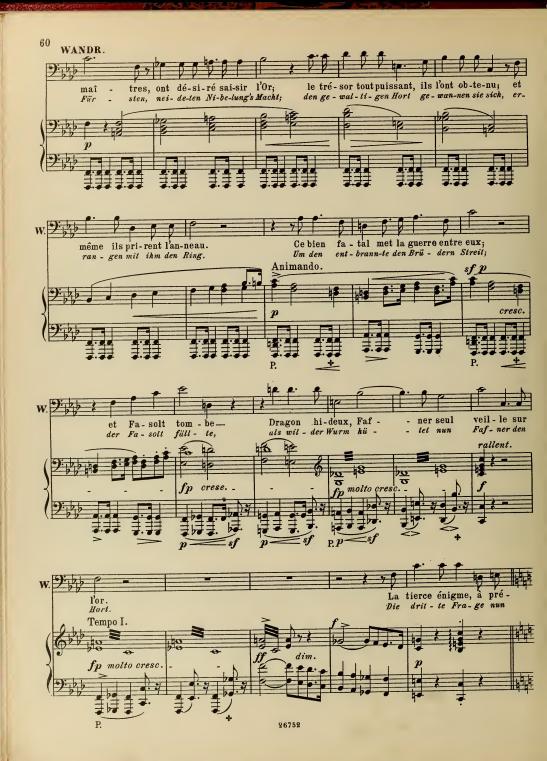






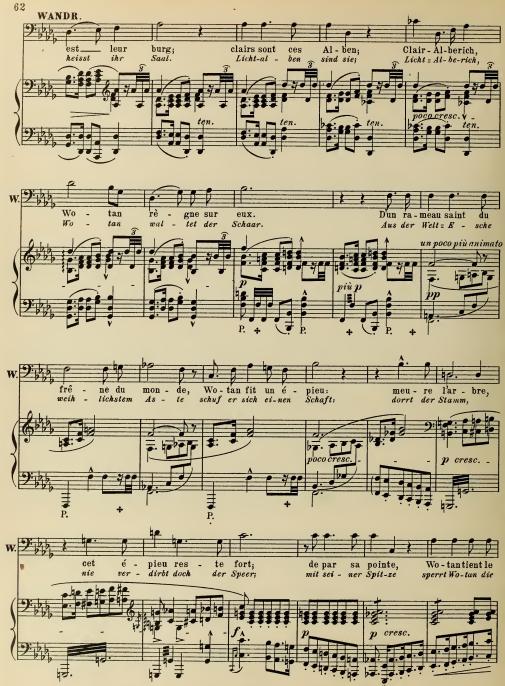




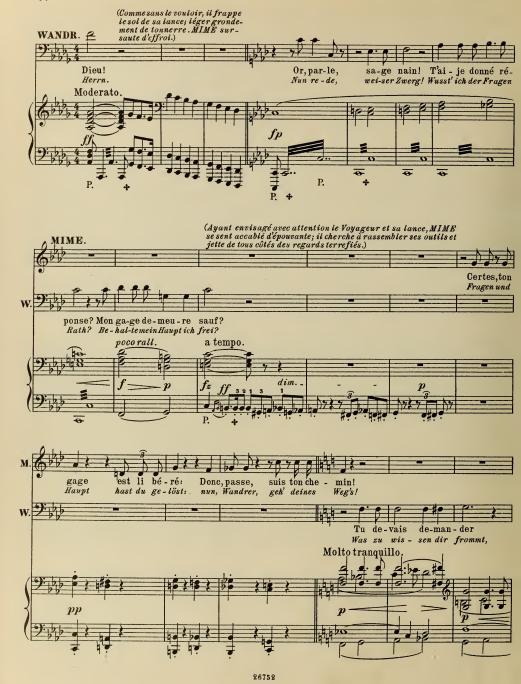








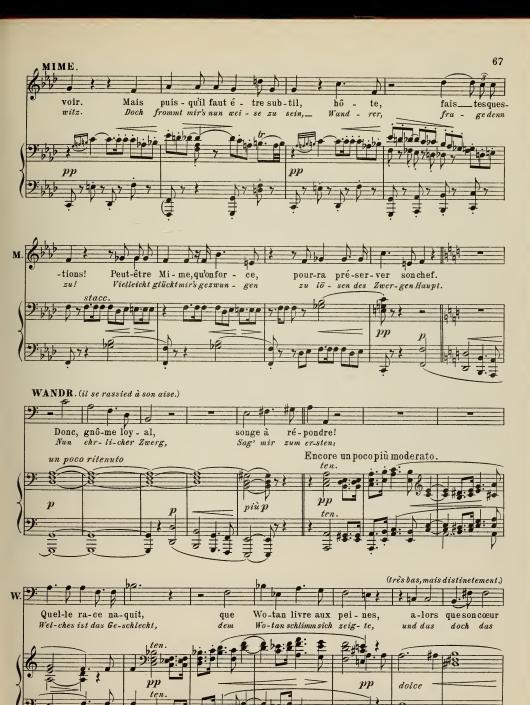






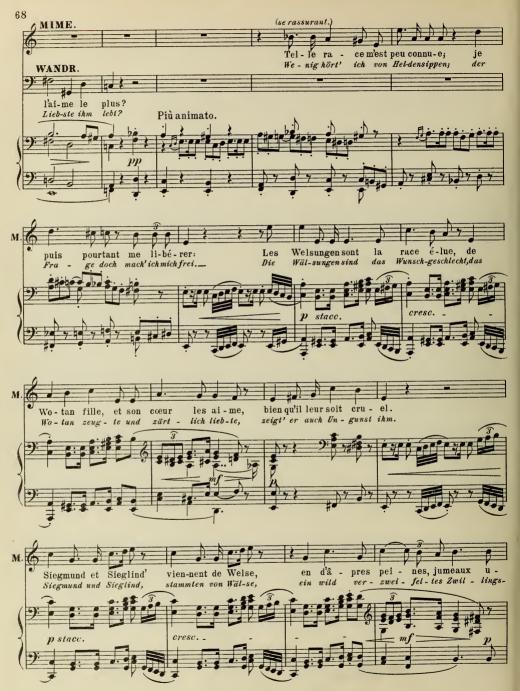


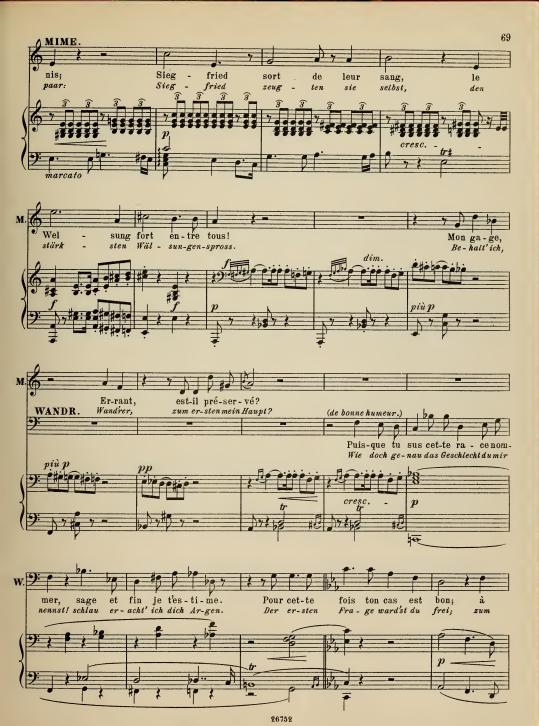


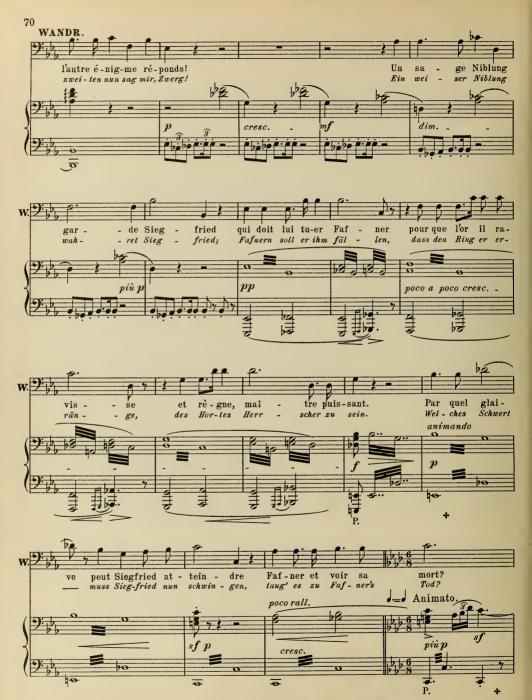


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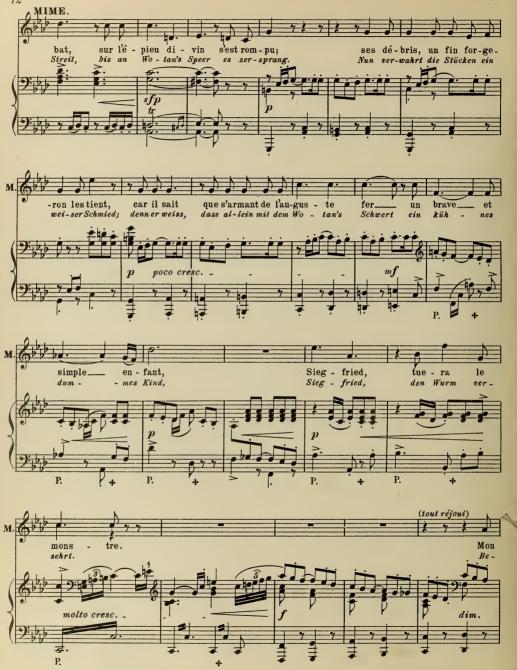




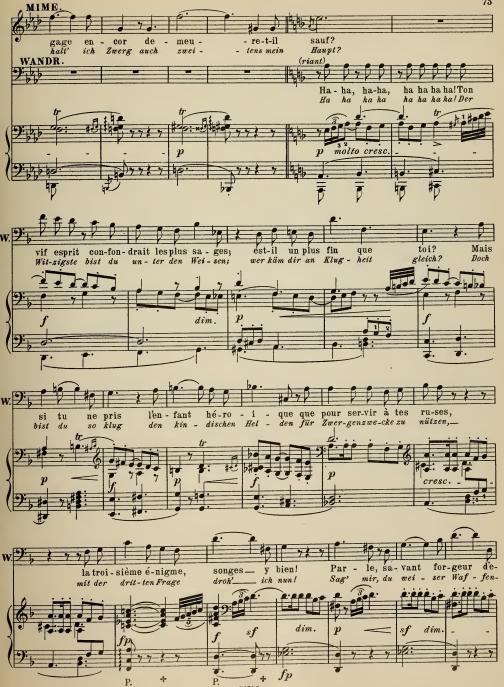


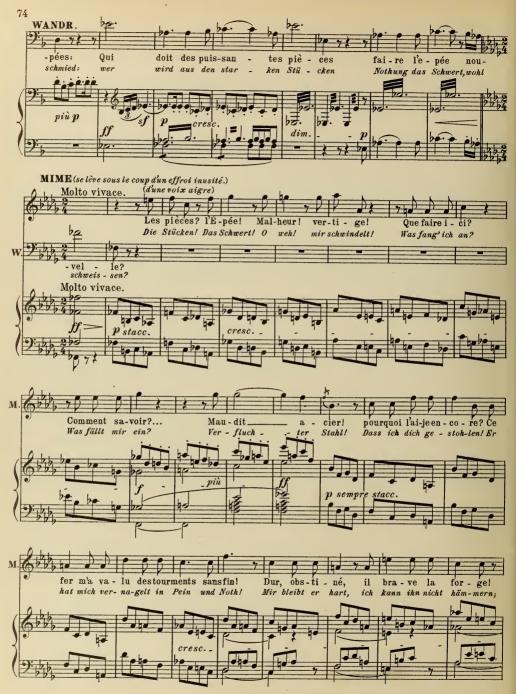




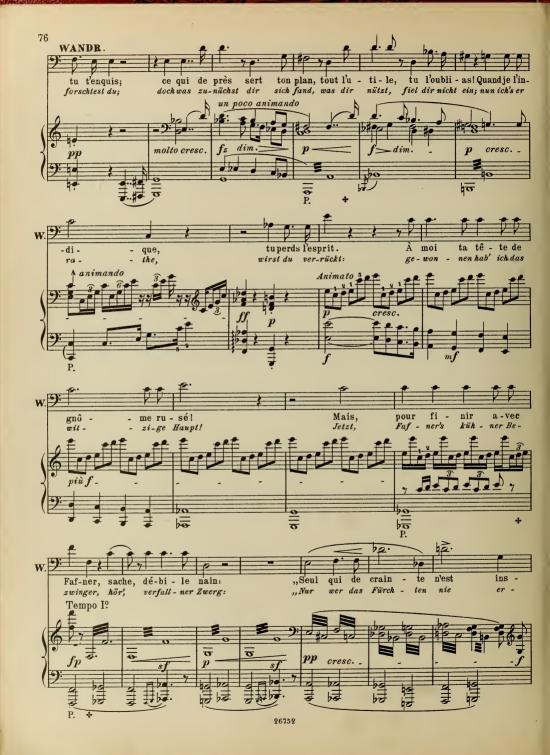














SCÈNE III.







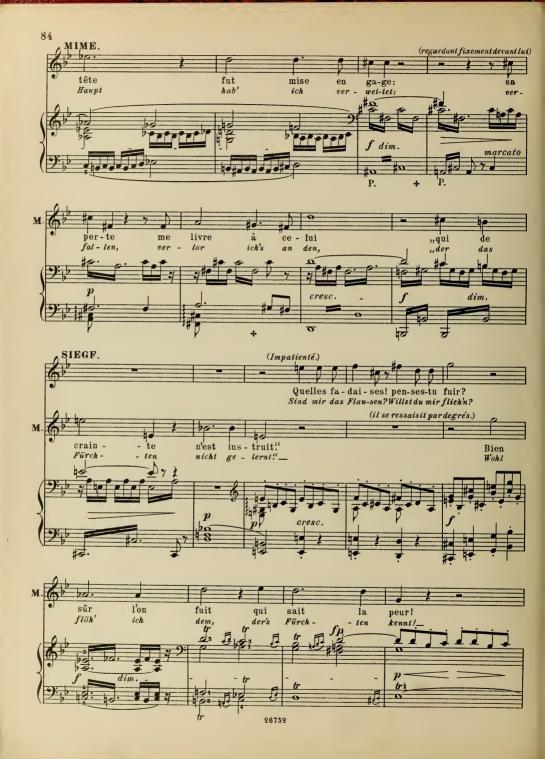


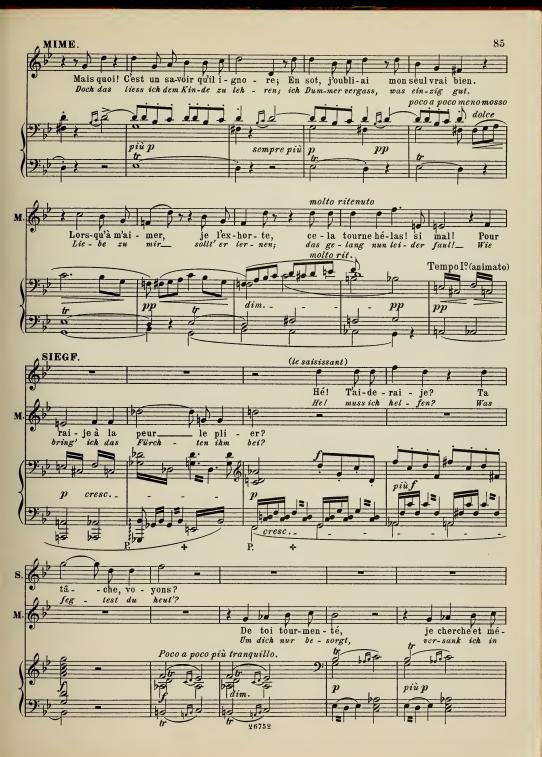






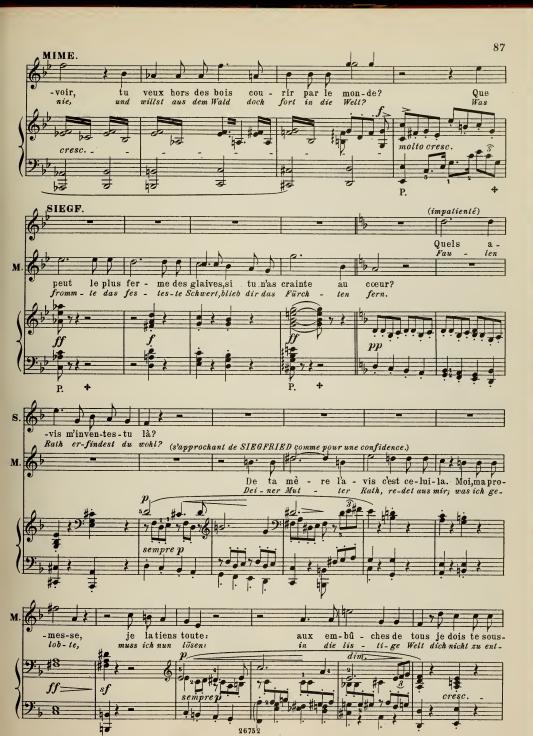






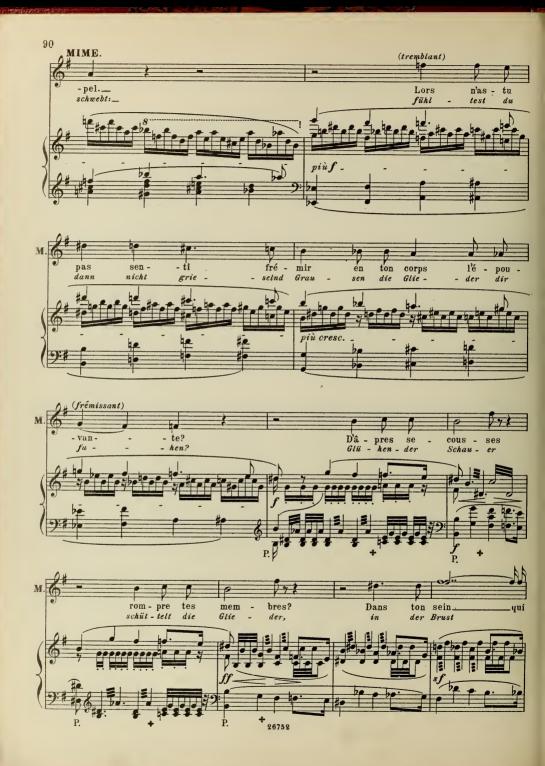




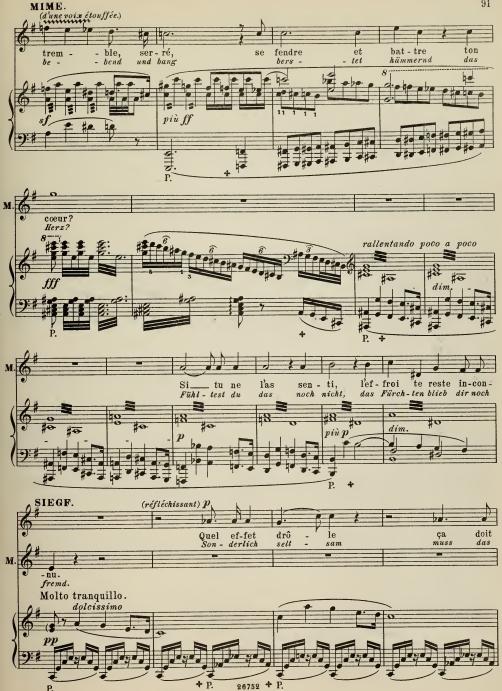




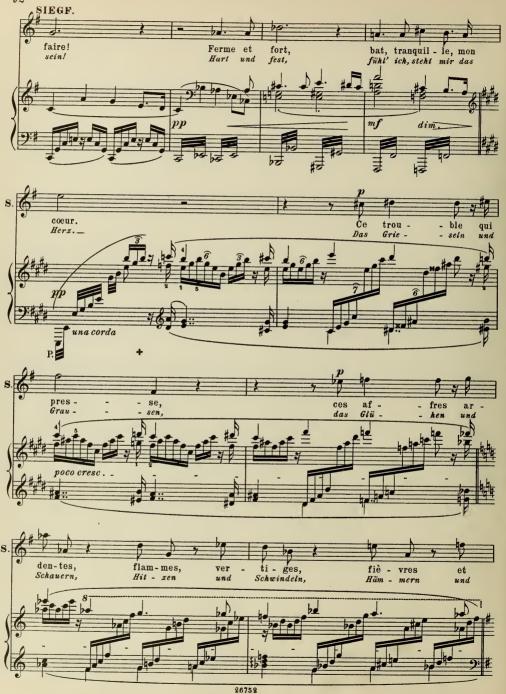












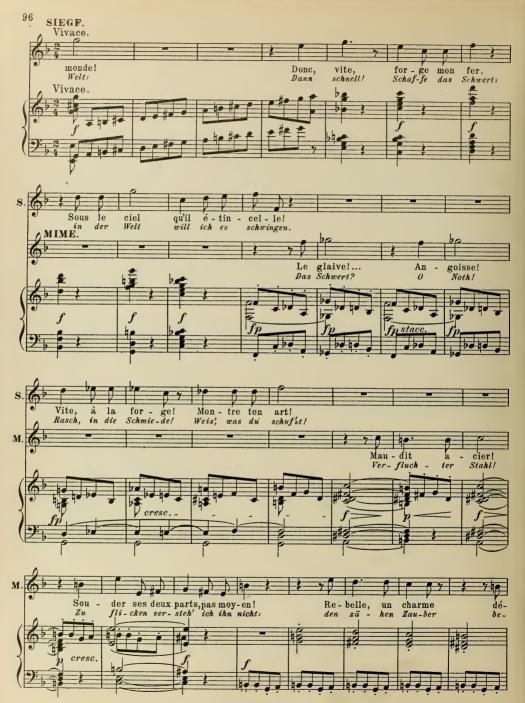




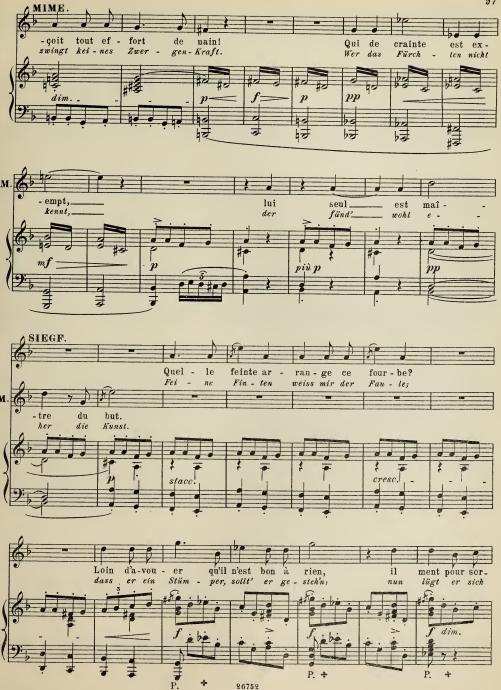
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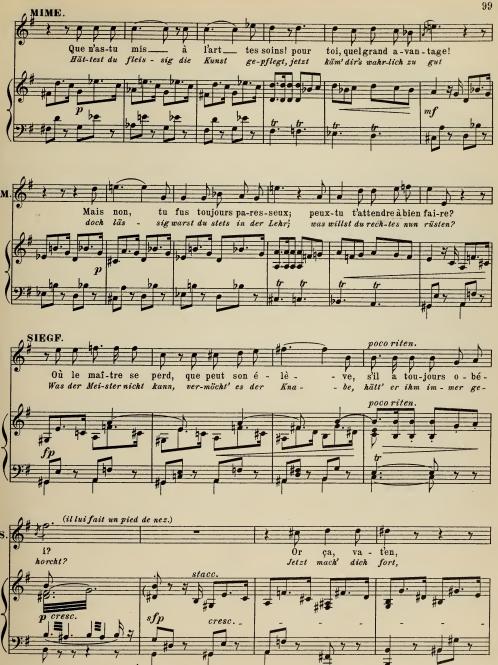




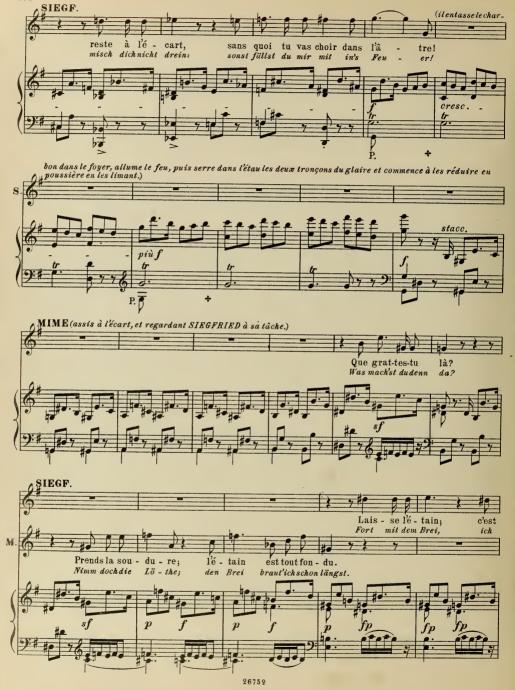


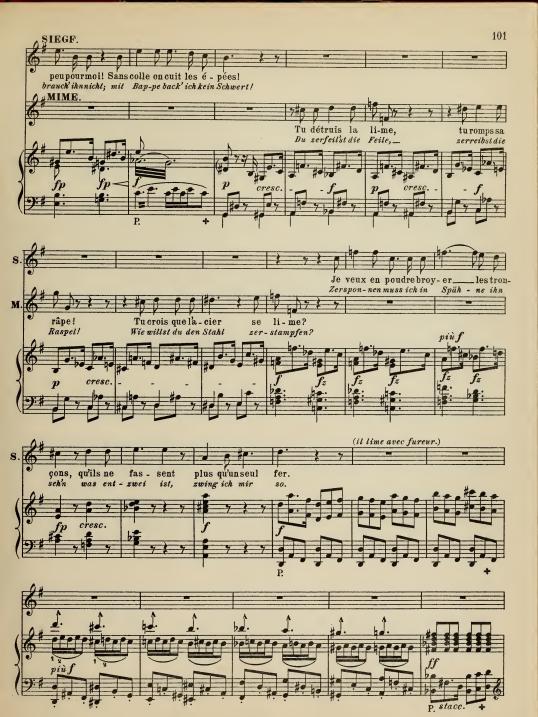






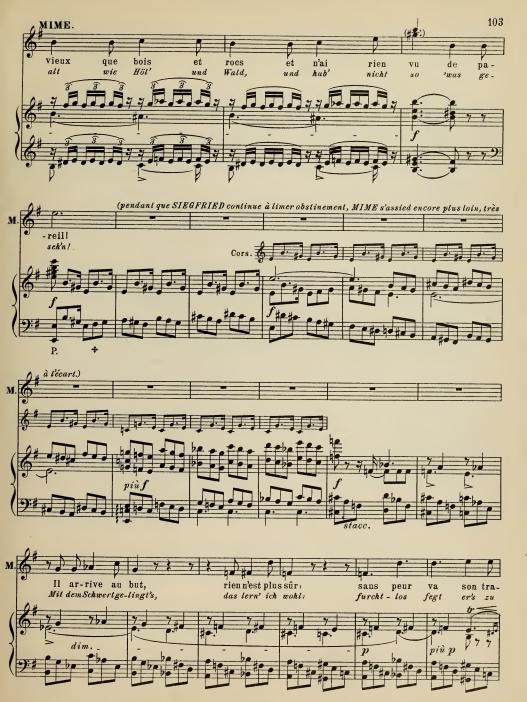














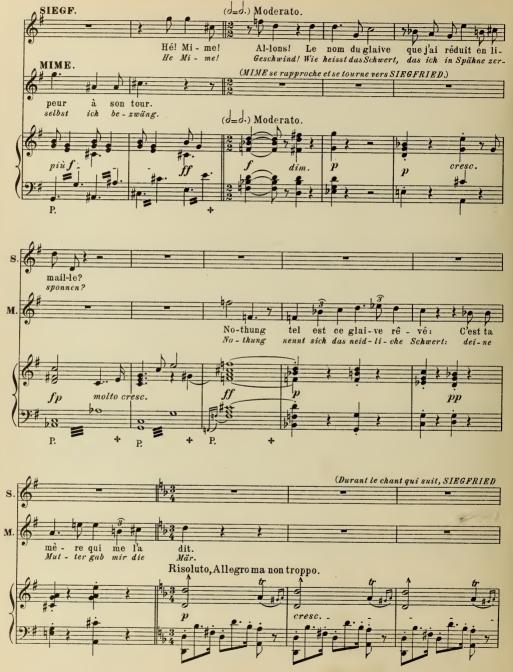


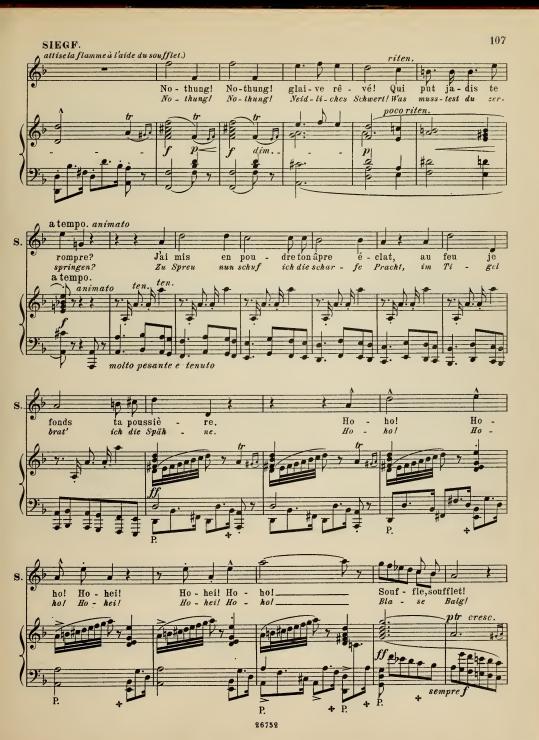










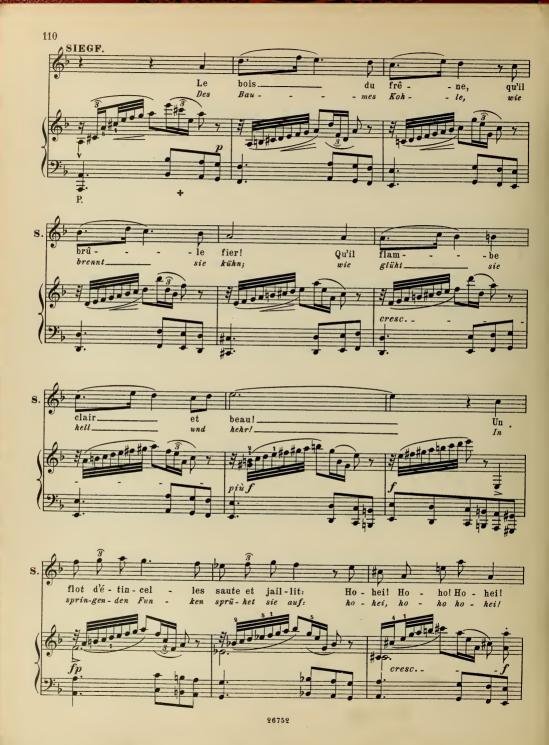






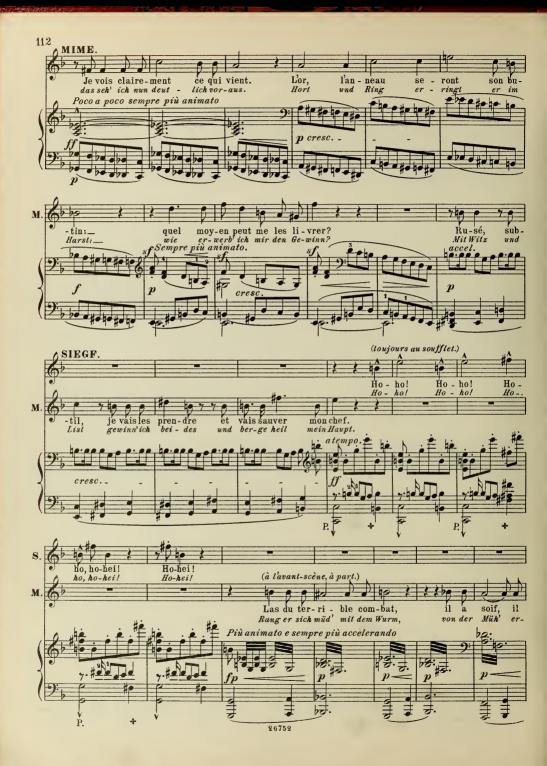








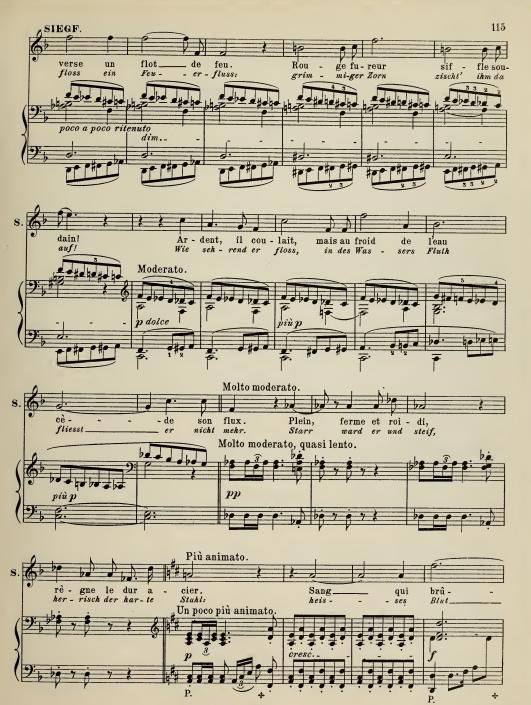


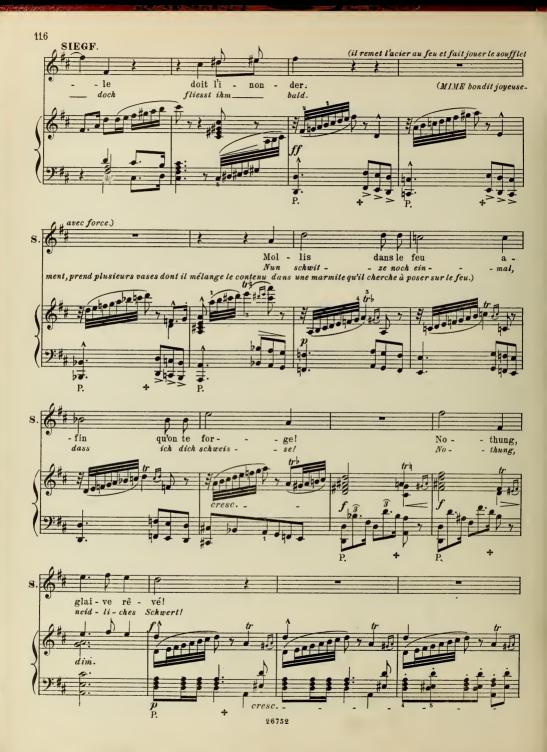








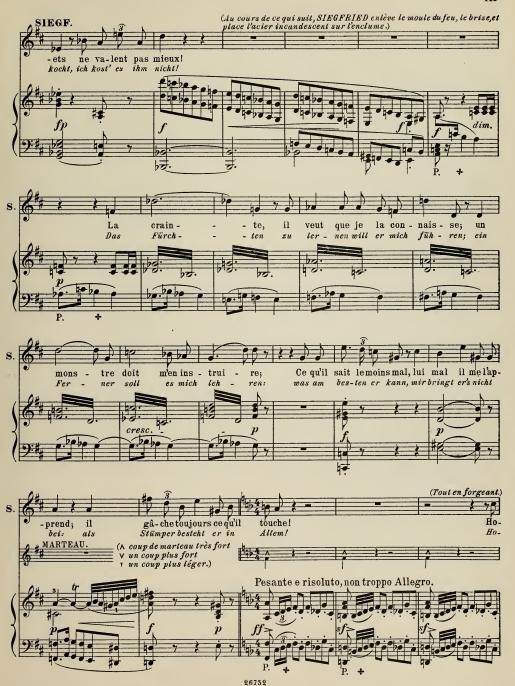


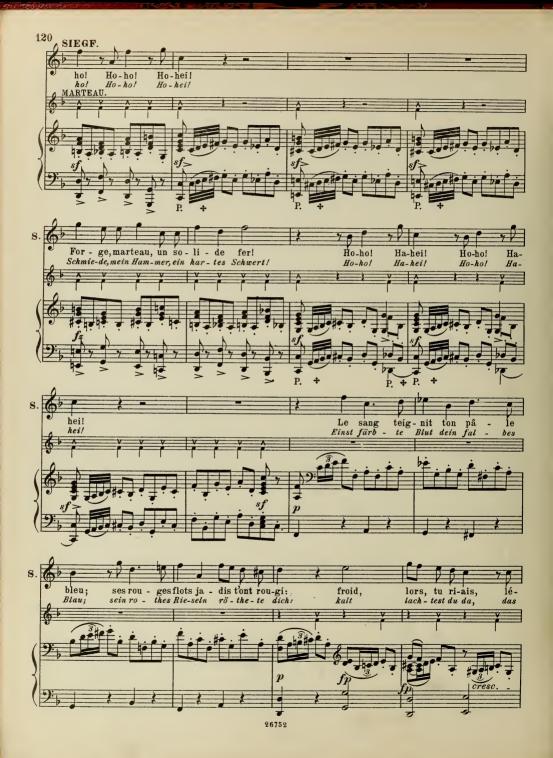




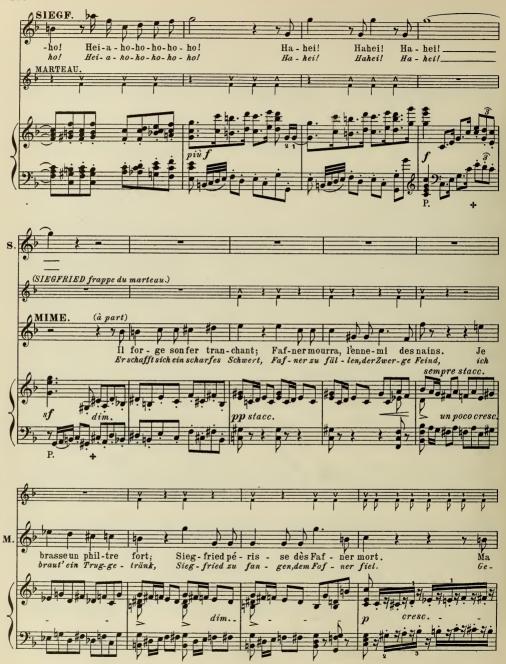


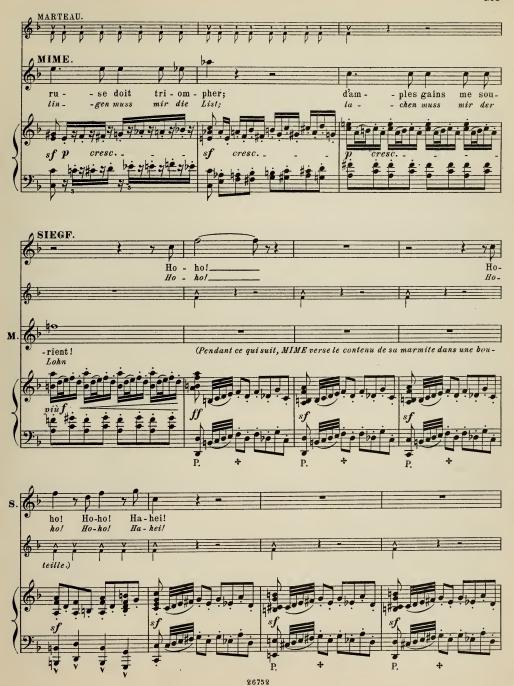


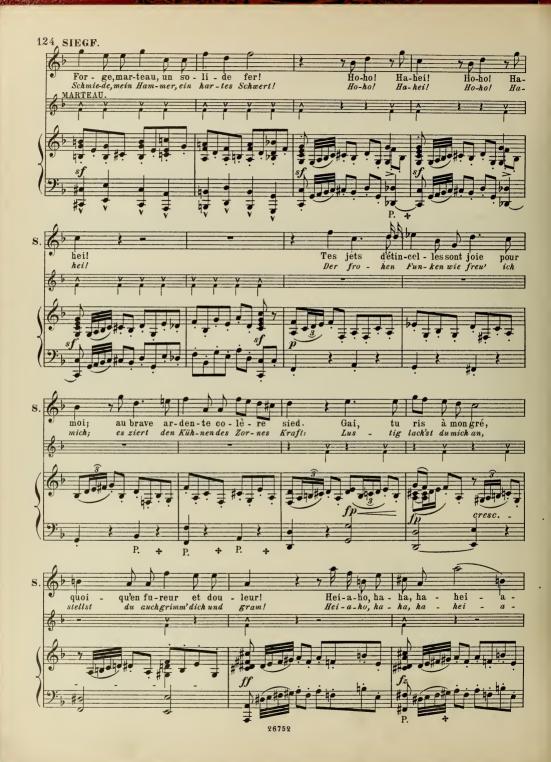




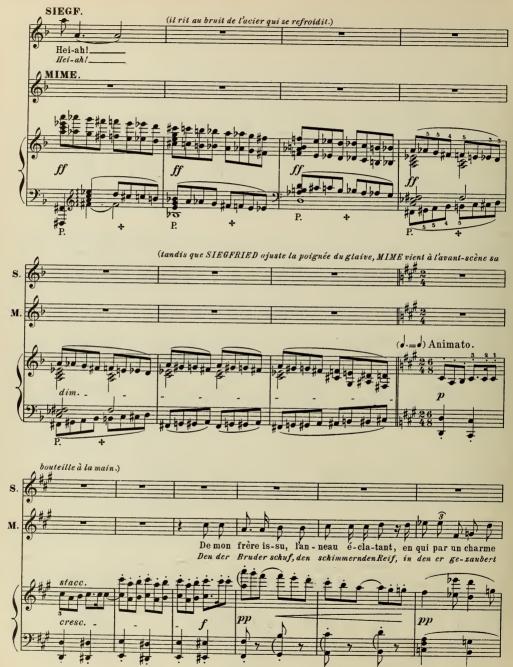




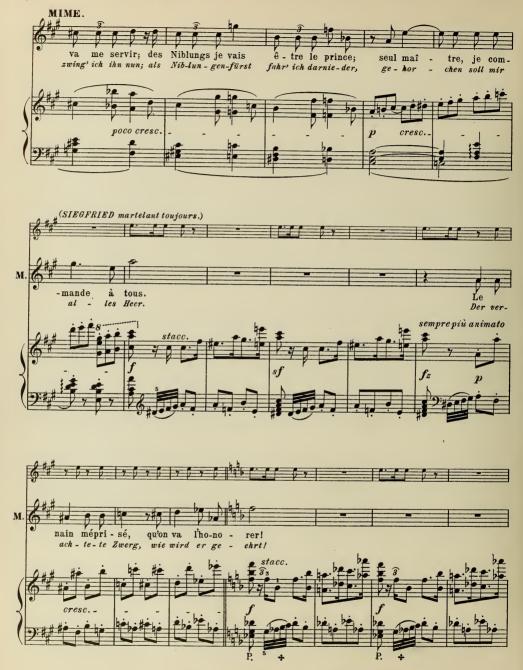






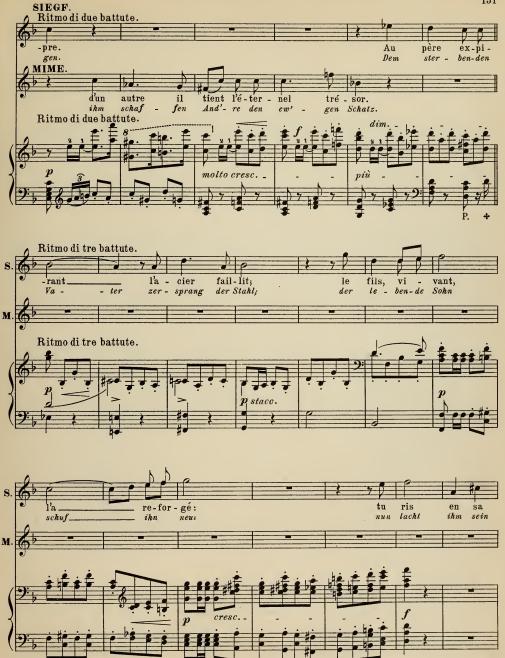


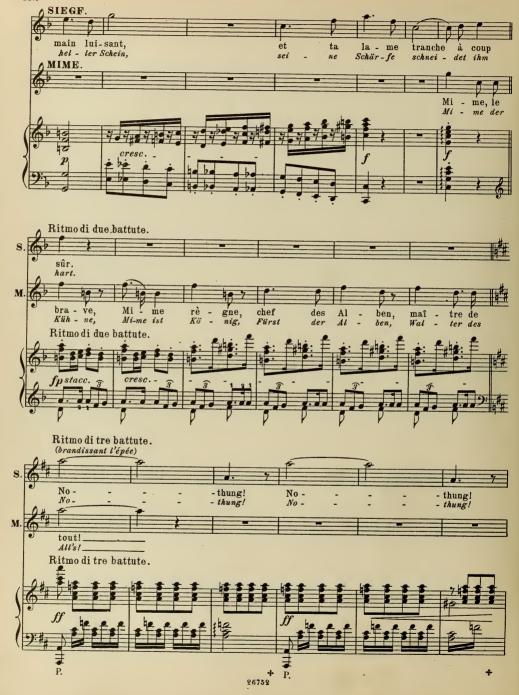


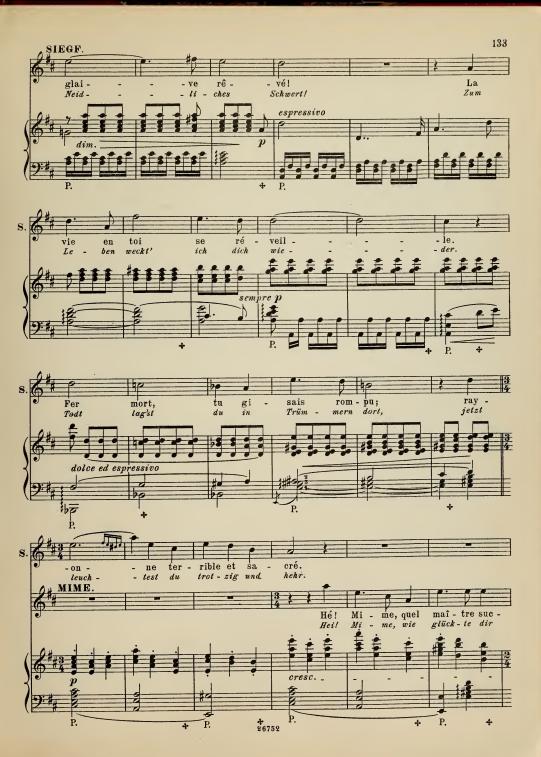




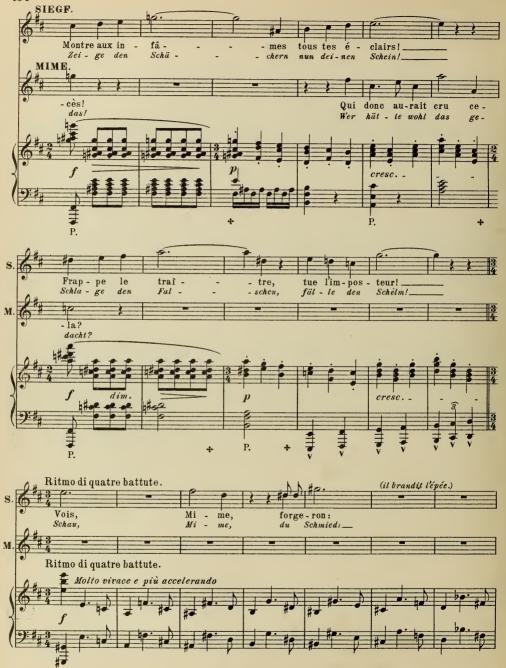


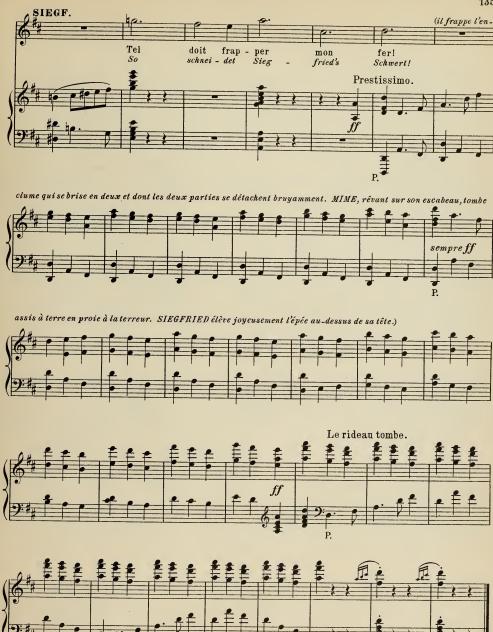












ACTE II.

Prelude et première scene.





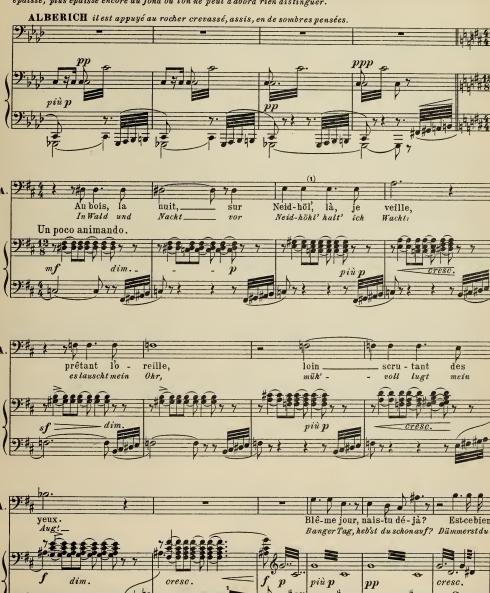


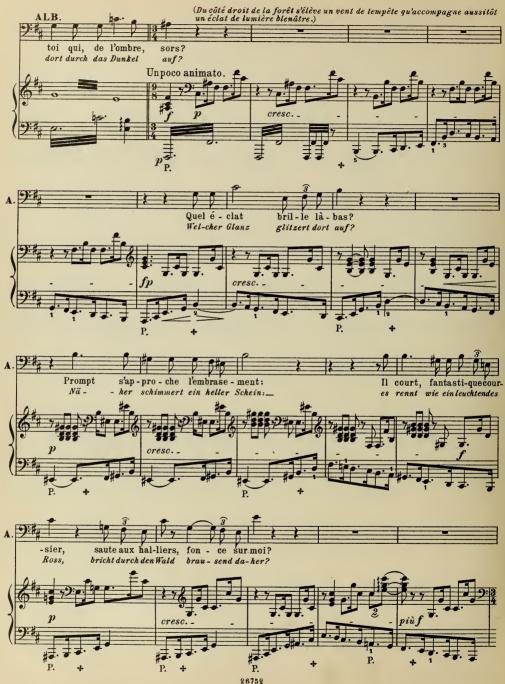


La toile se lève. La profondeur de la forêt. Tout à l'arrière plan, s'ouvre une caverne. Le sol monte jusqu'au milieu Tempo primo.

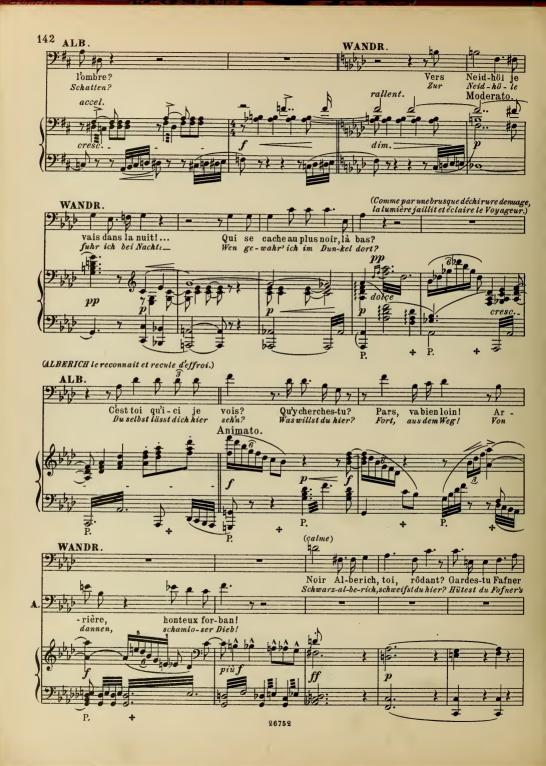


de la scène où se trouve une petite plate-forme. Au delà, il s'abaisse en reculée vers la caverne. Le spectateur ne voit de celle-ci que la partie supérieure de l'orifice. À gauche, à travers les arbres, ou aperçoit un rocher crevassé. Nuit épaisse, plus épaisse encore au fond où l'on ne peut d'abord rien distinguer.

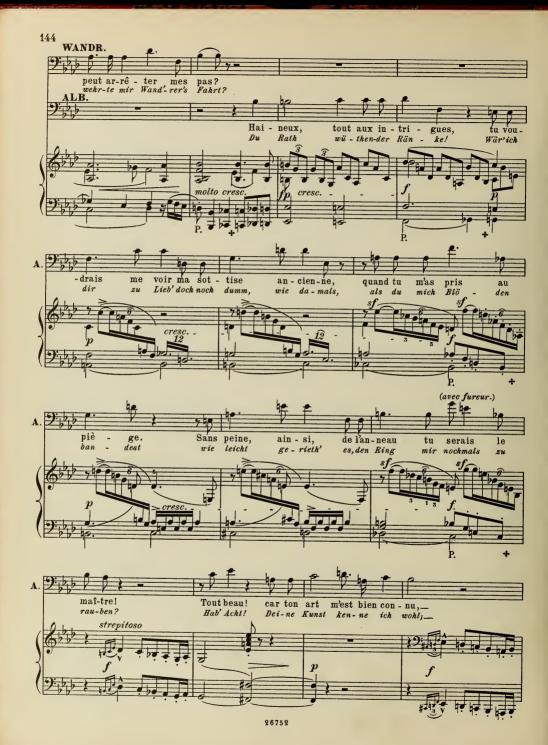




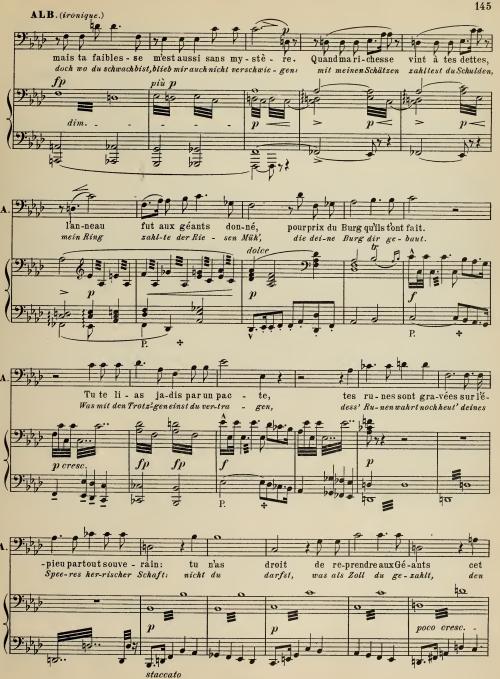


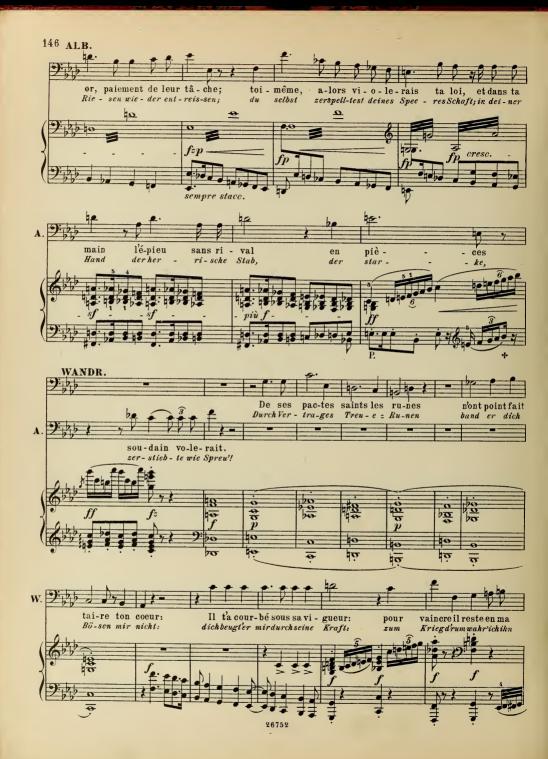






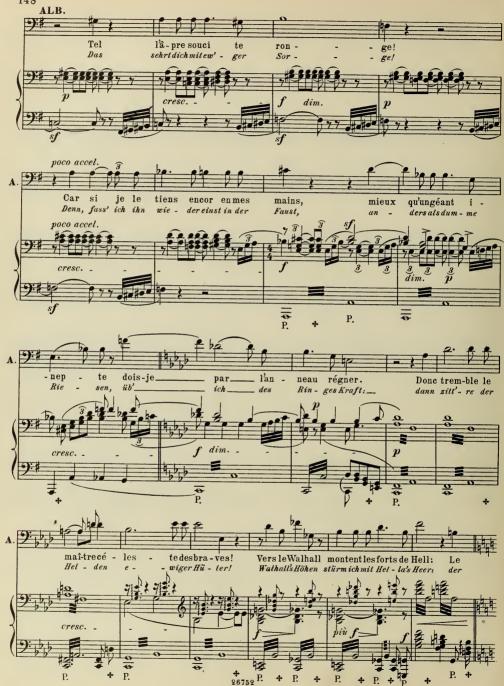






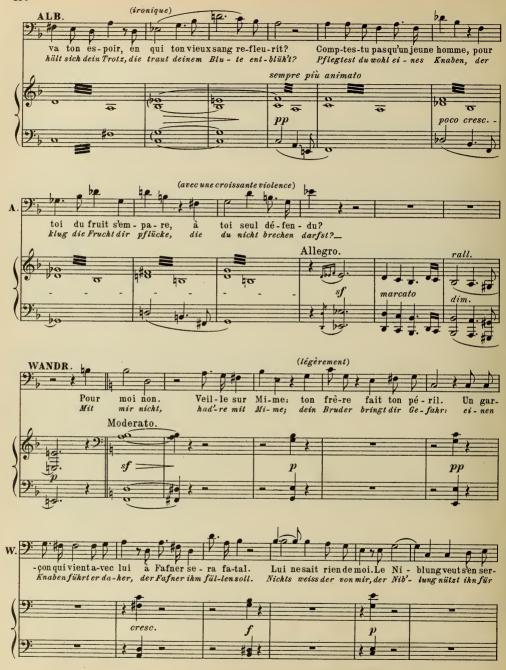


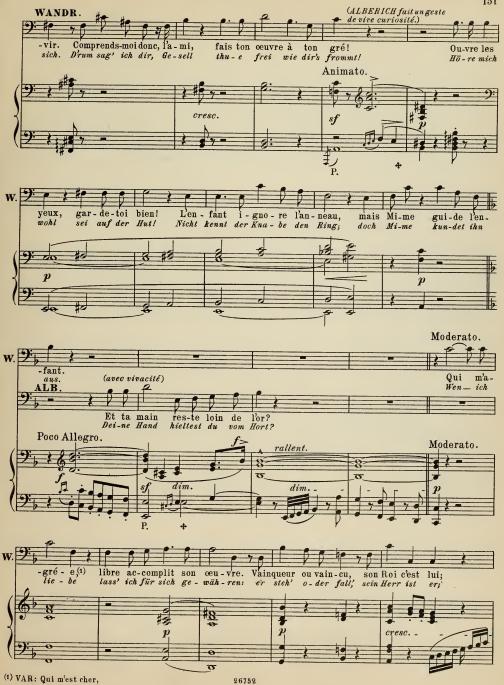


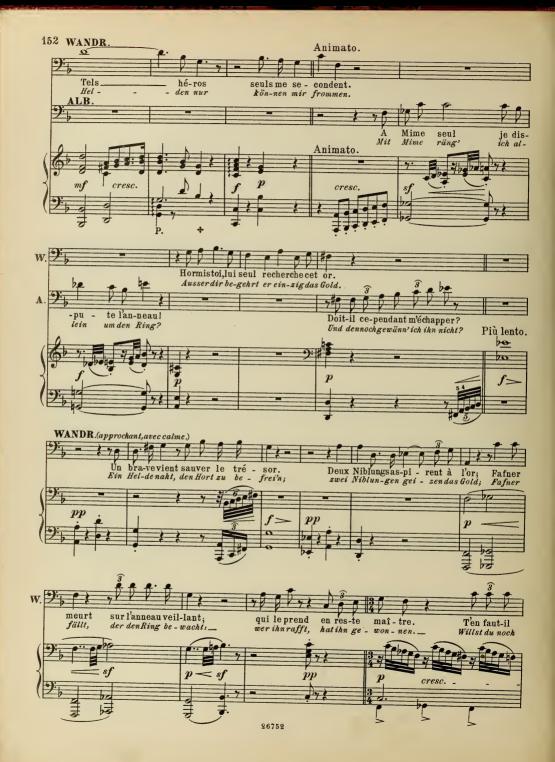






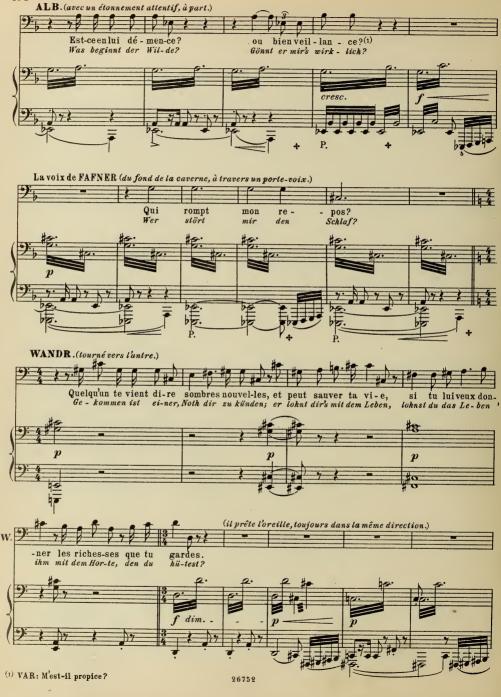






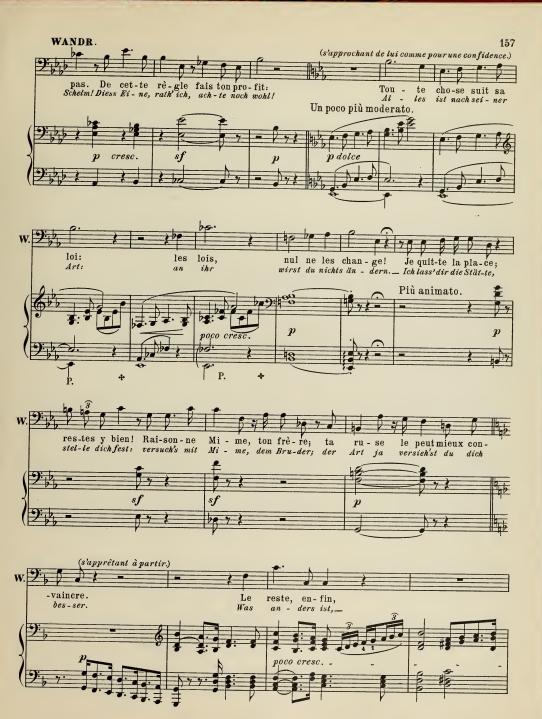


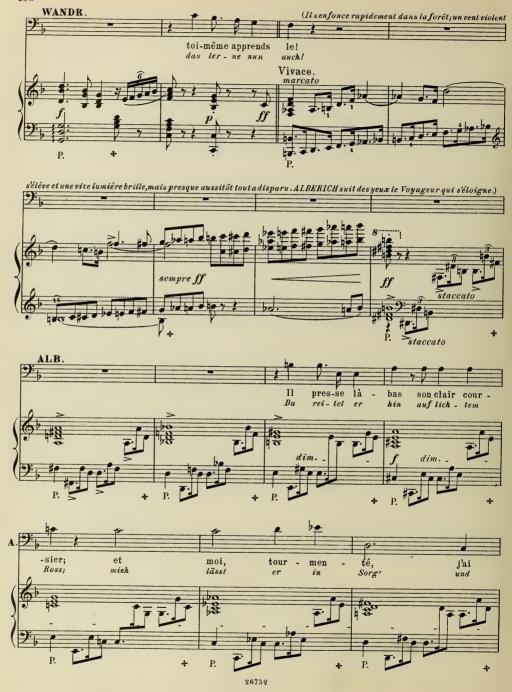




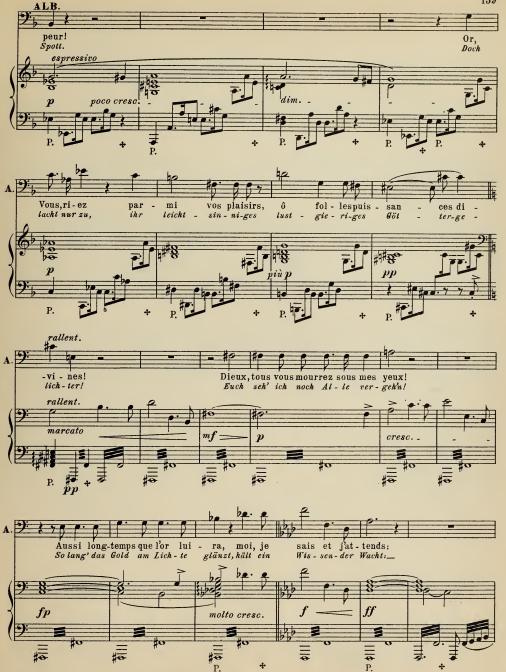


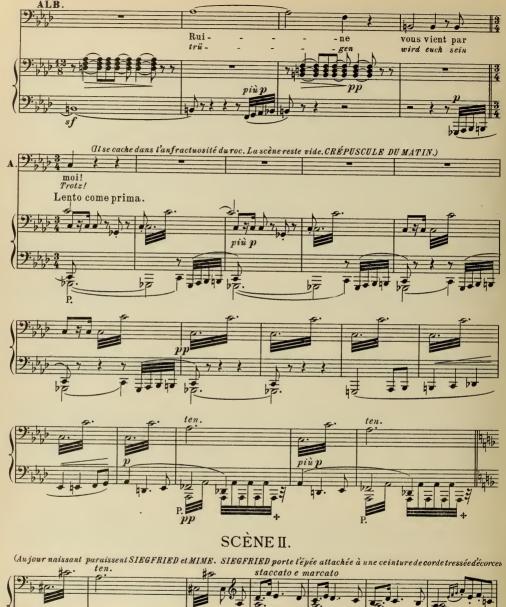












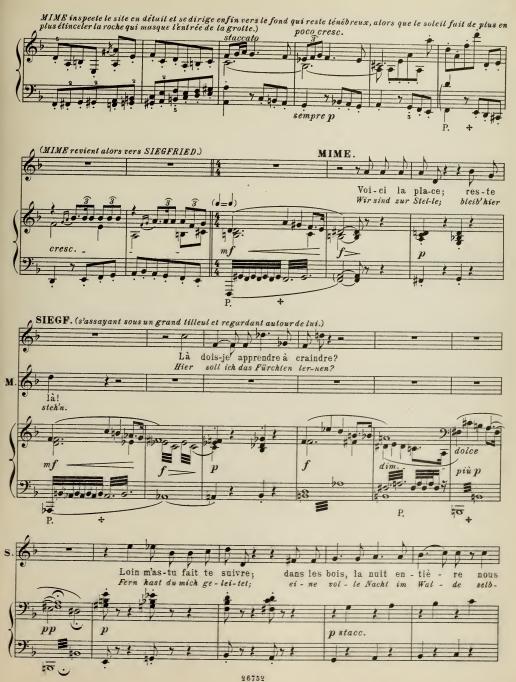
Più pp

più pp

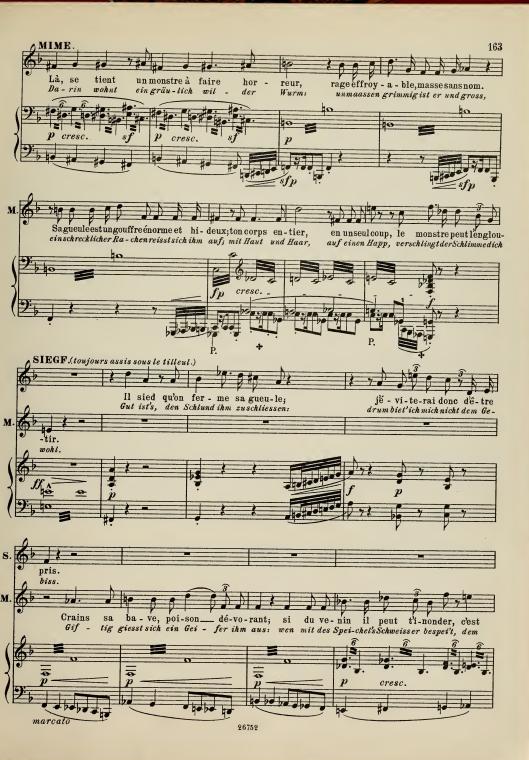
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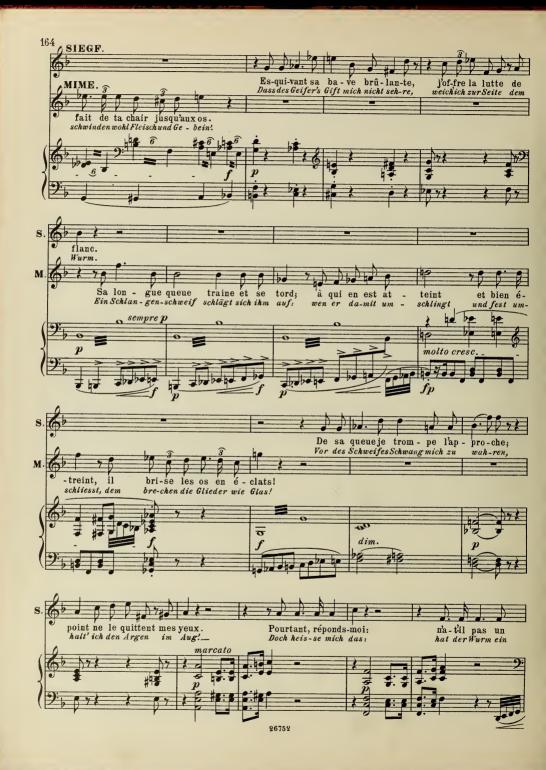
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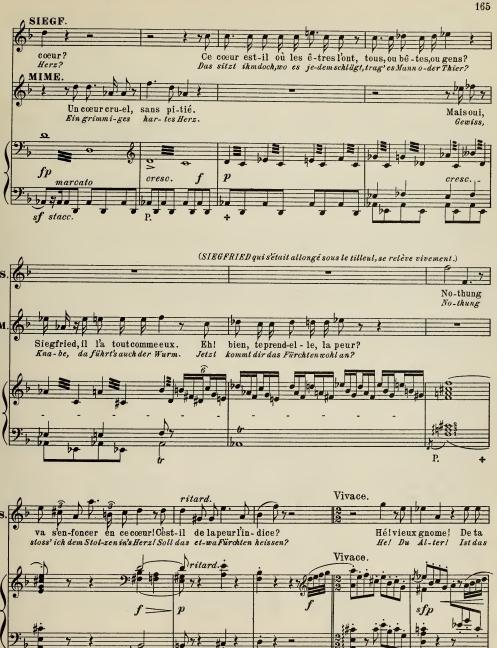
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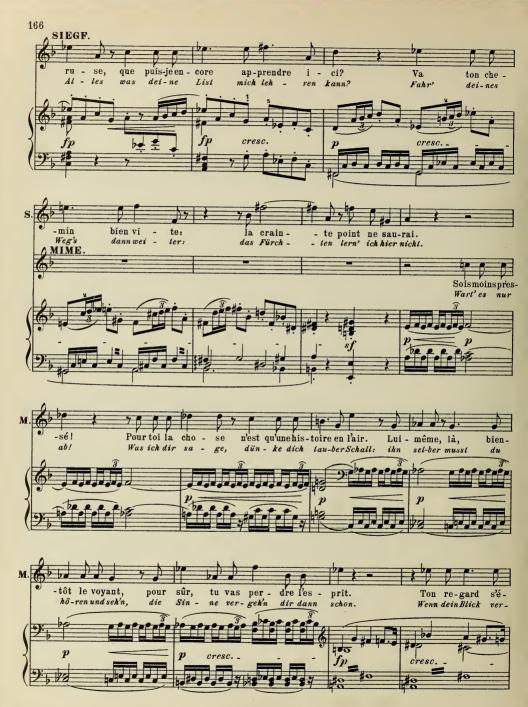




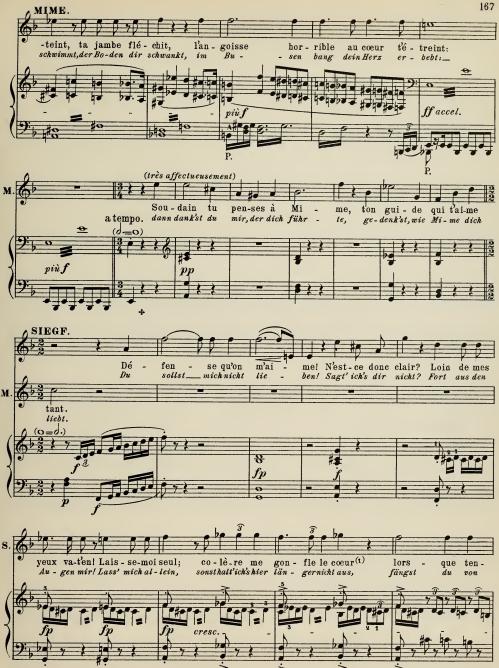




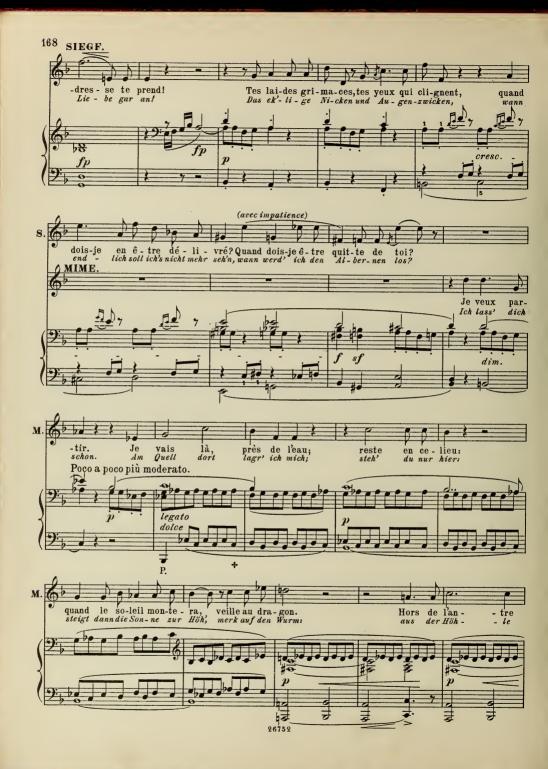




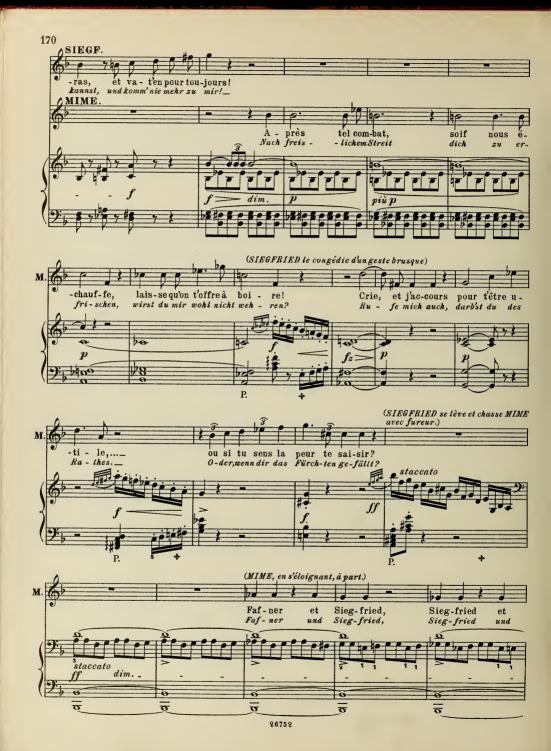




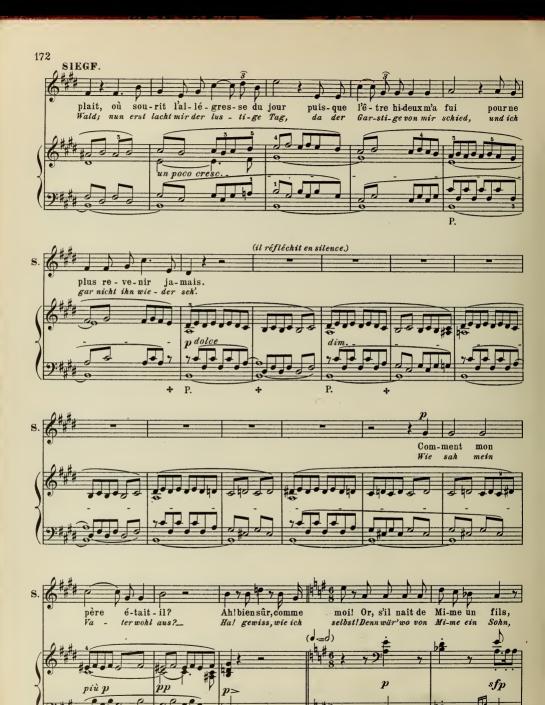
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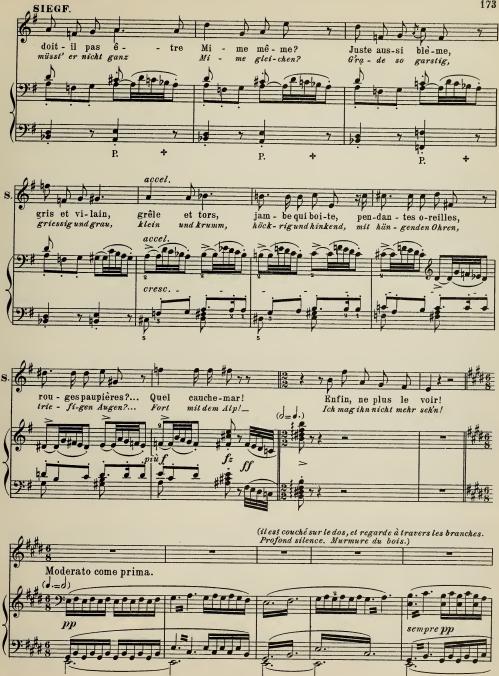




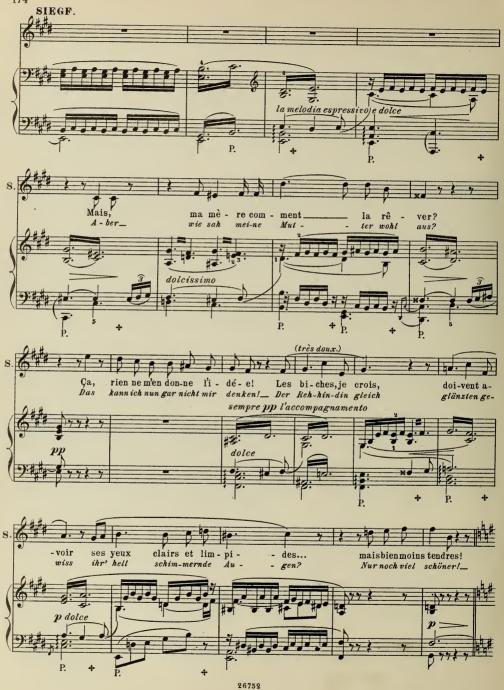






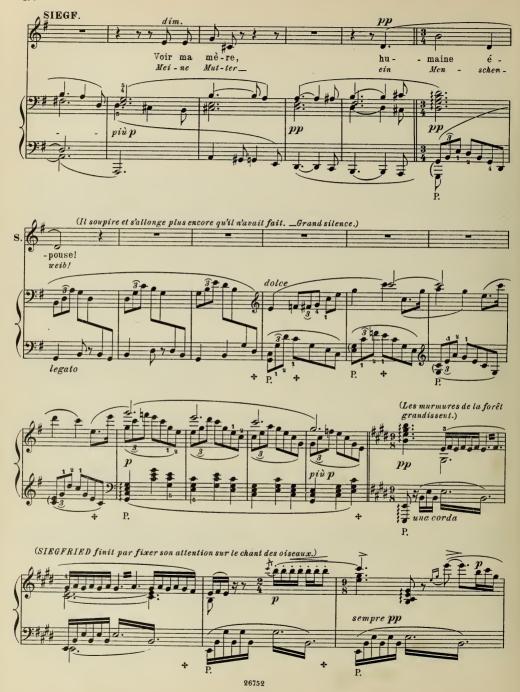






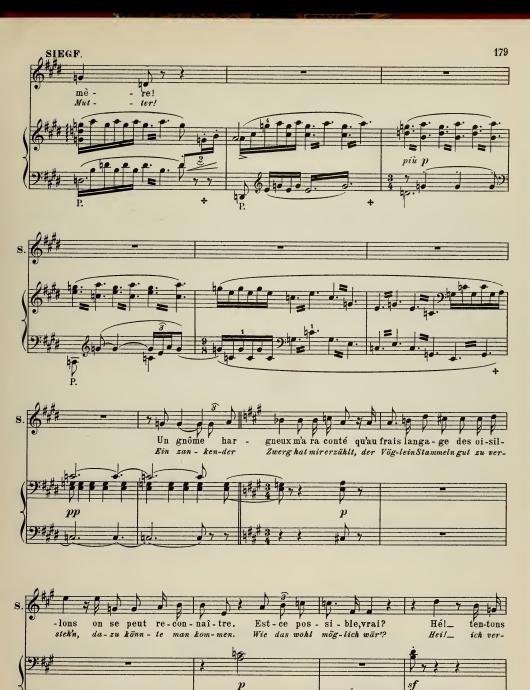




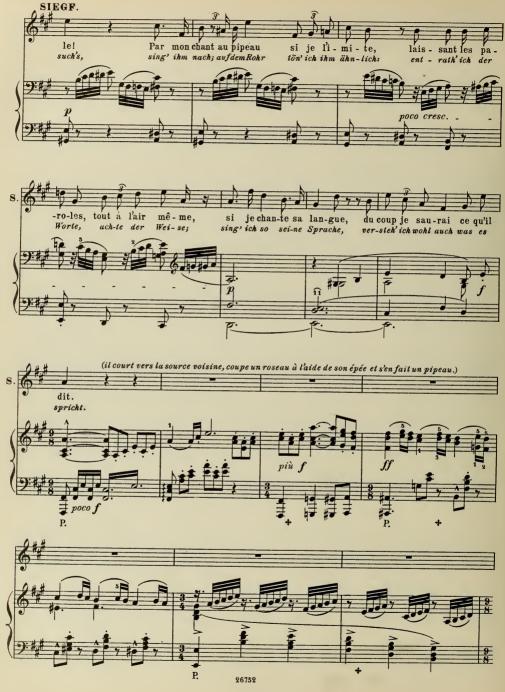


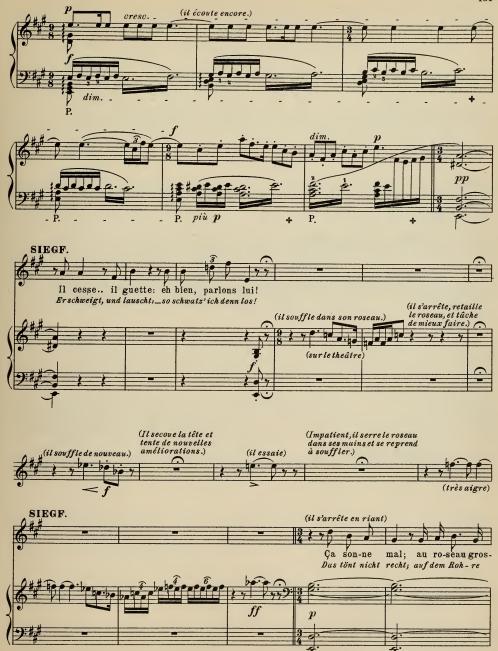








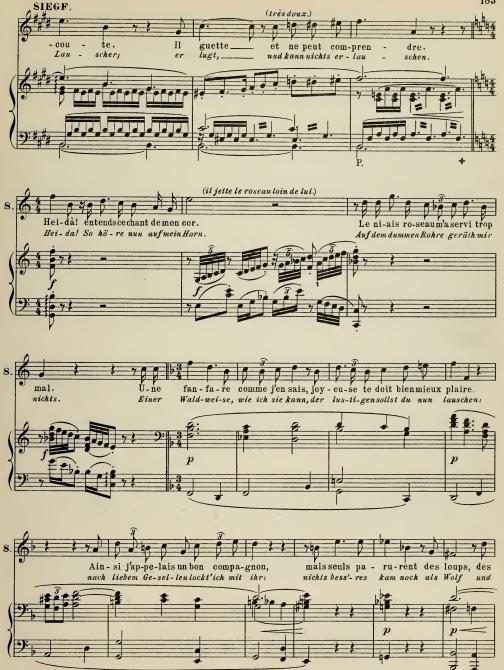


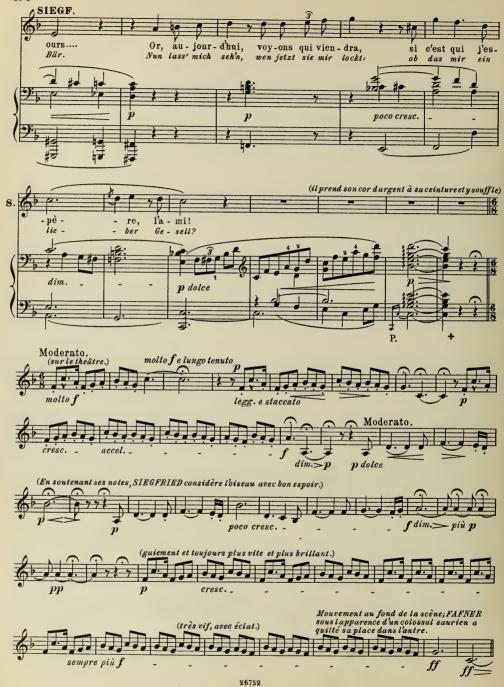


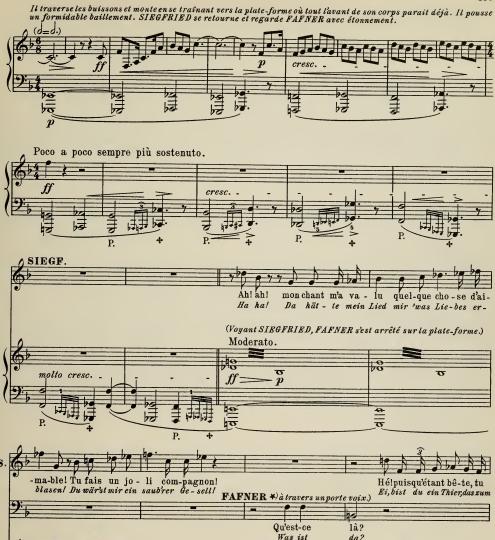










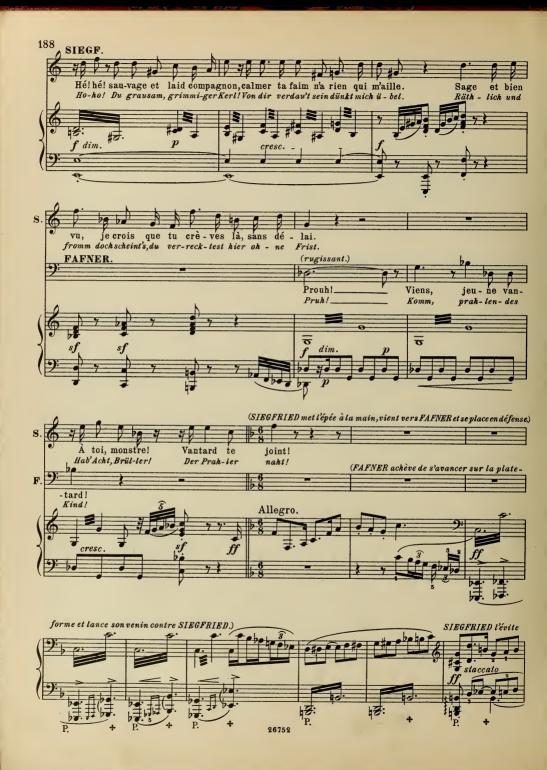


*) Le corps du dragon (un géant) est une machine creuse en laquelle s'introduit, par dessous, l'artiste charge du rôle de FAFNER. Cet artiste chante dans un porte-voix qui débouche dans la gueule du monstre.

p cresc.





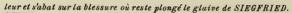




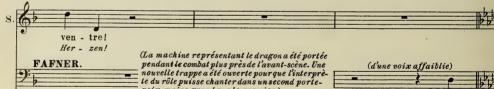


durant ce mouvement, la place du cœur du monstre, et il y plonge son épée. FAFNER se dresse encore plus haut de dou-



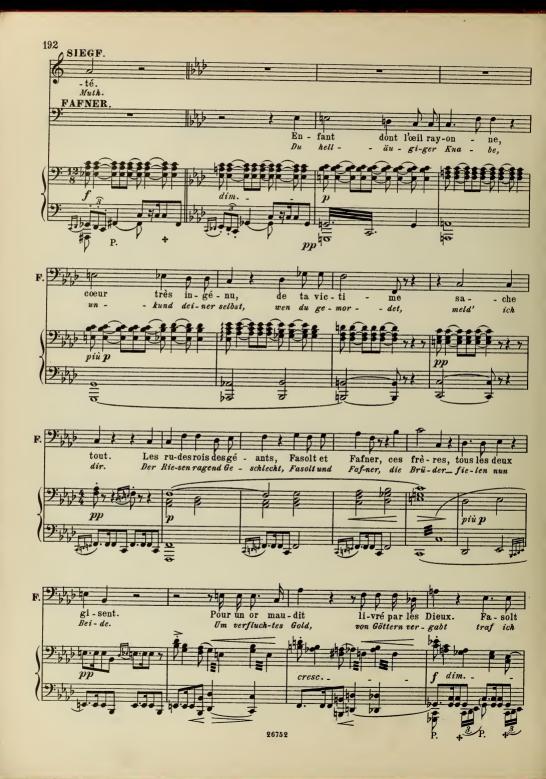


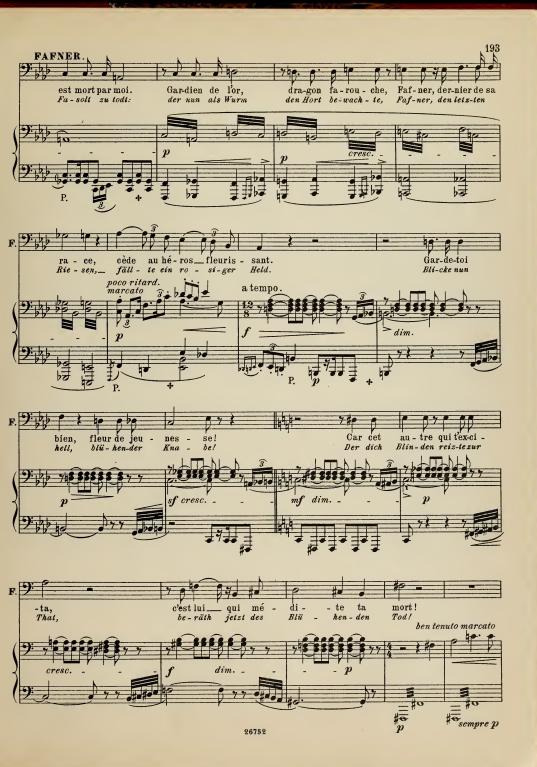


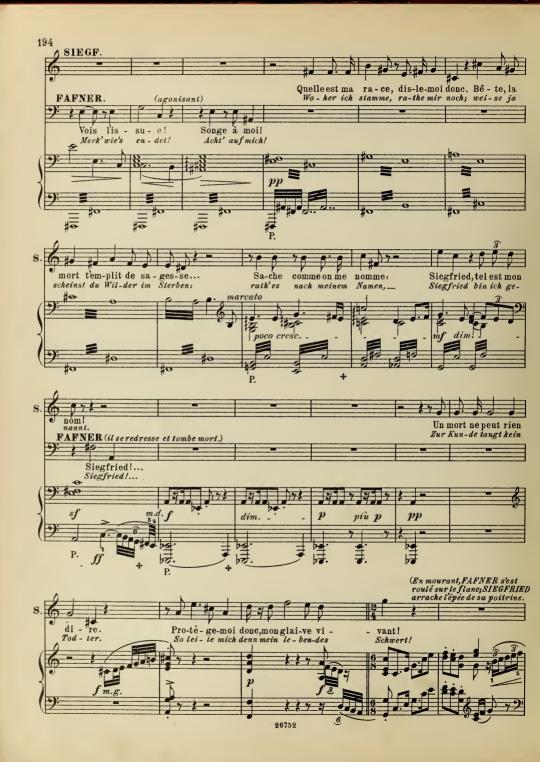


















*) Les 9 croches ci-dessus disposées en triolets prennent les 2 premiers tiers de la mesure. La dermière note du chant tombe sur le 3° temps de la mesure. Même remarque pour la mesure du 4/4 ci-après. Les 3 premiers temps du chant concordent avec les 2 premiers temps de l'accompagnement en 9/8.

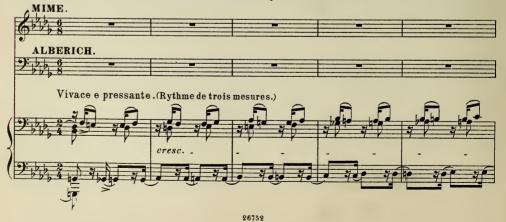


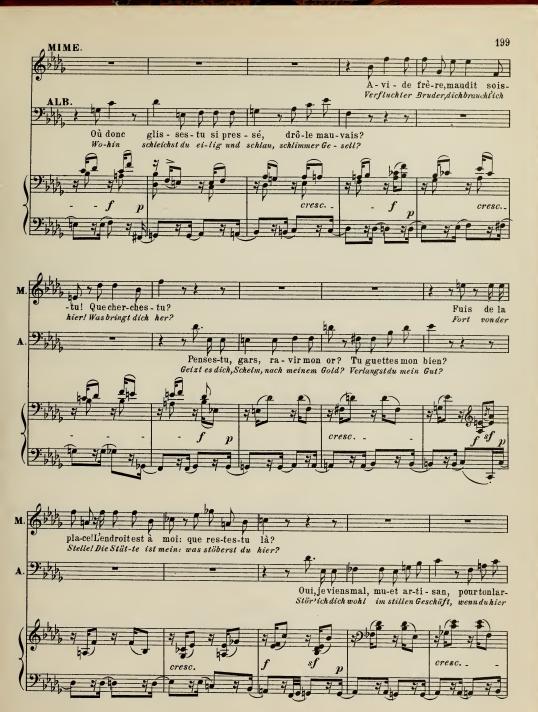


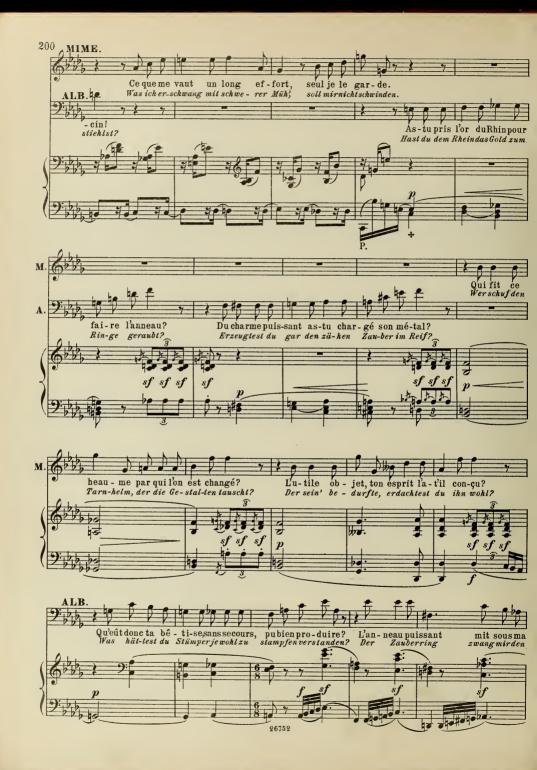


SCÈNE III.

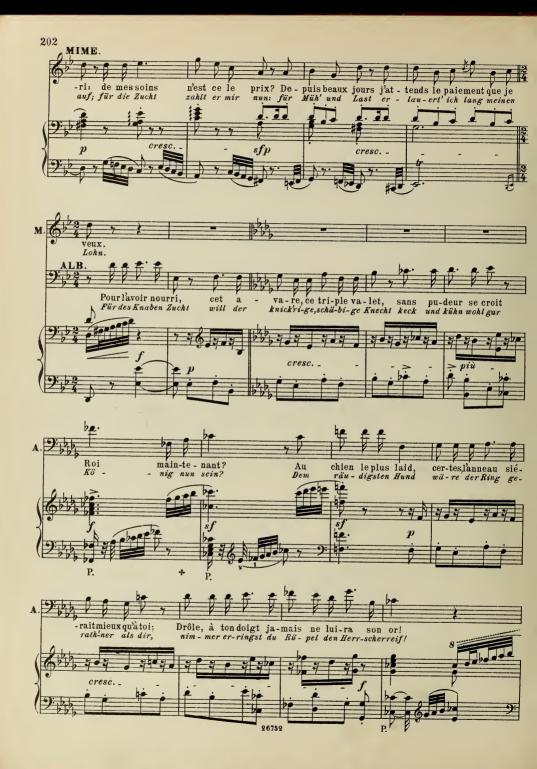
MIME approche en rampant, jetant des regards craintifs pour bien s'assurer que FAFNER est mort. Au même instant, de l'autre côté, ALBERICH sort de sa cachette, voit MIME et lui ferme le chemin vers la caverne.





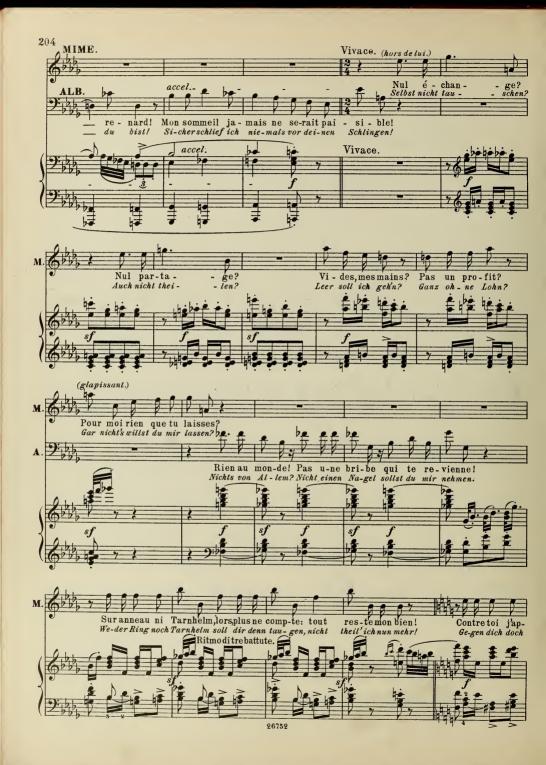




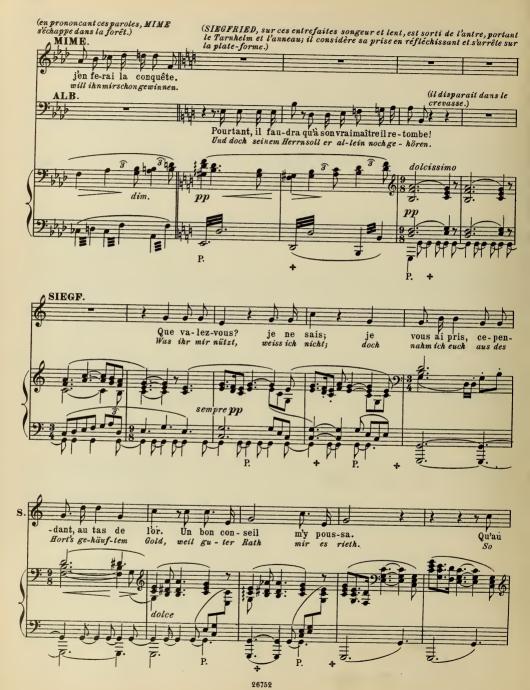


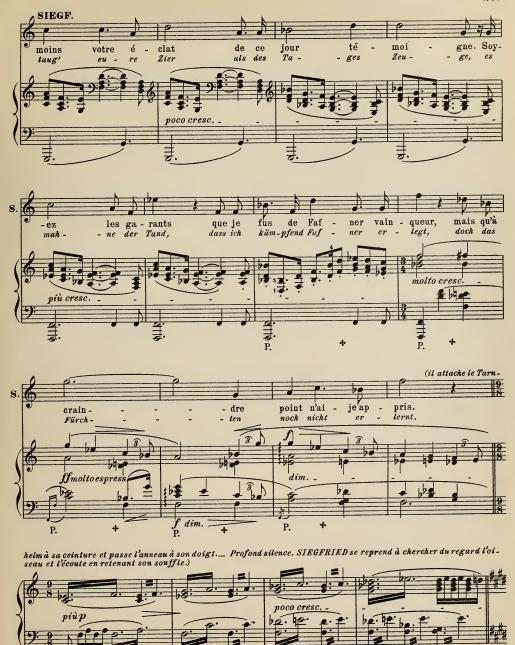




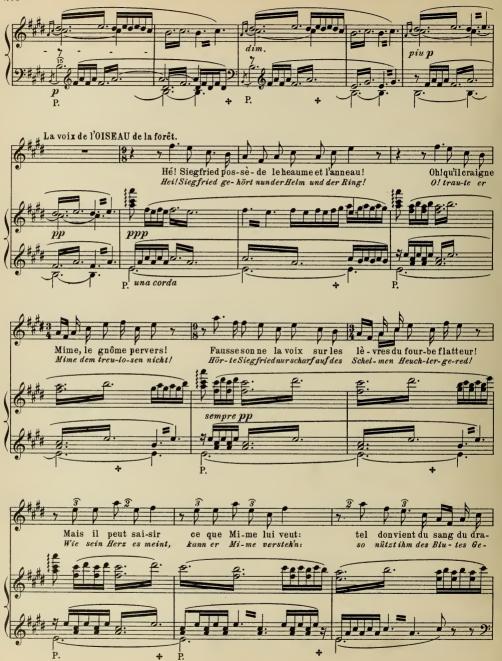








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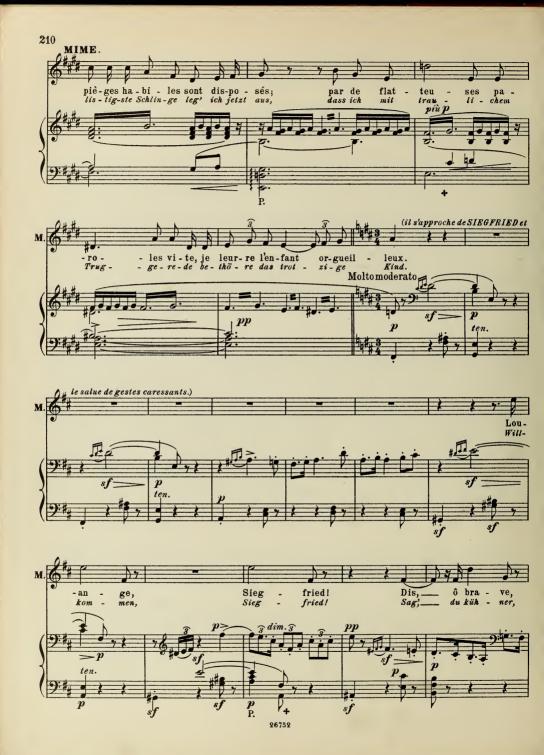




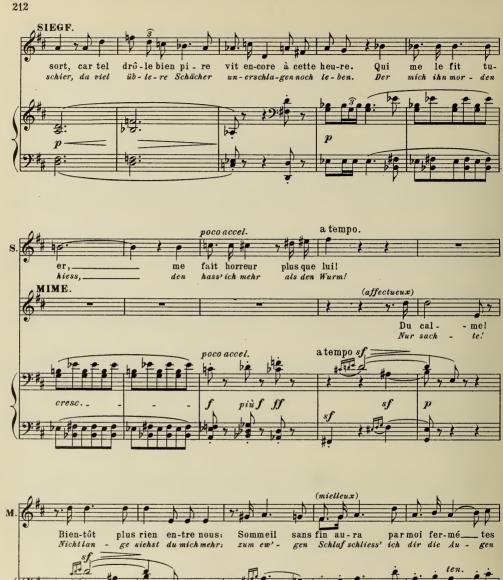
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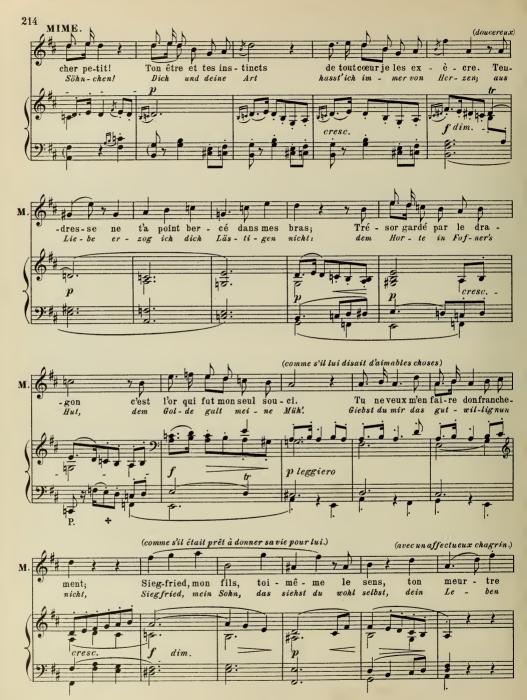




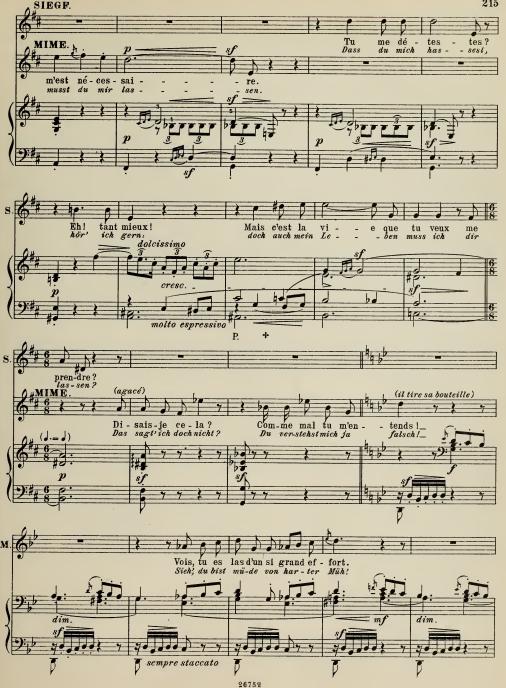


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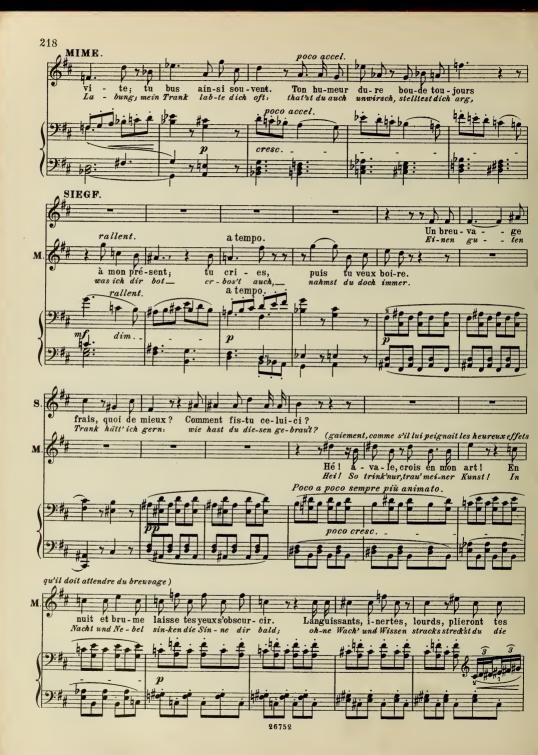








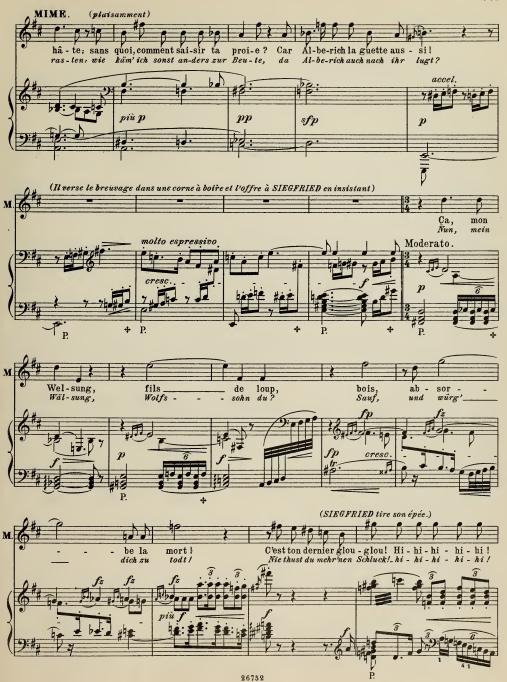


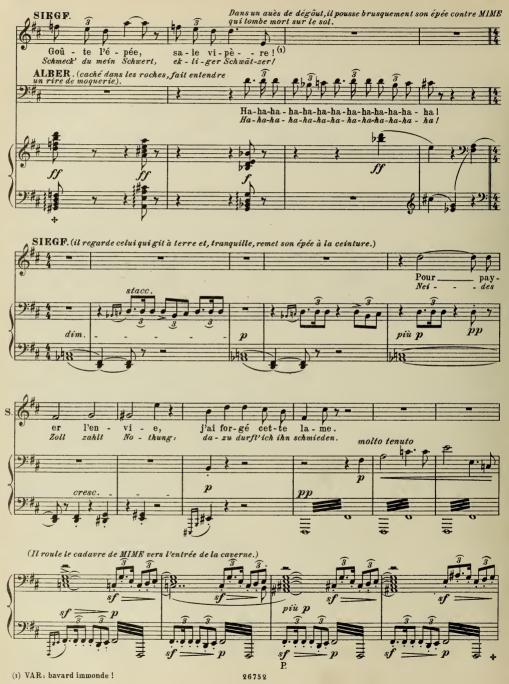






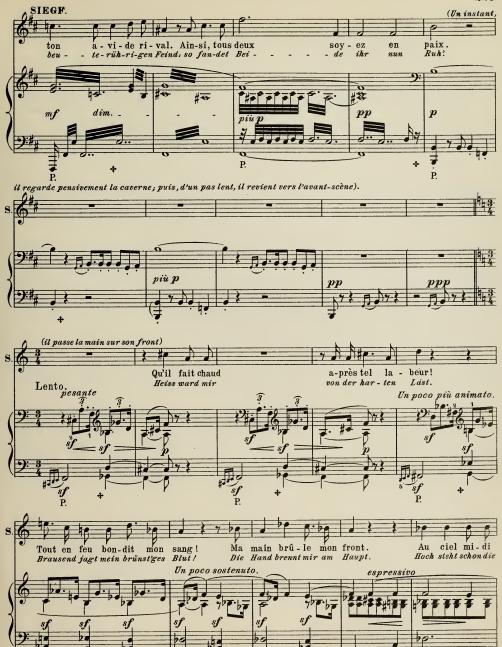


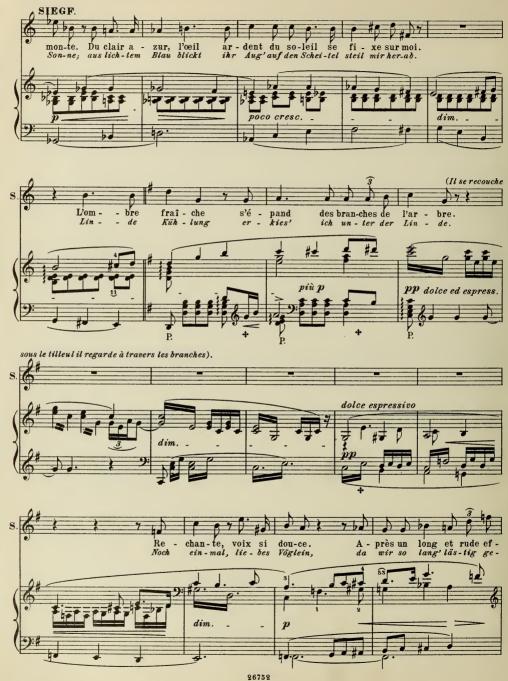






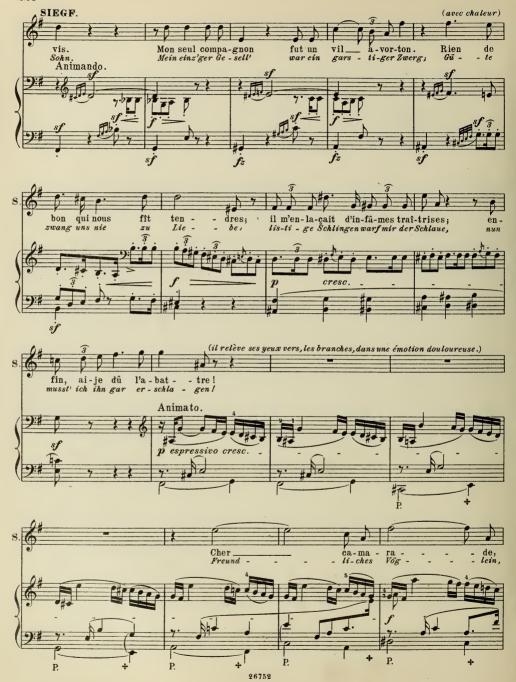


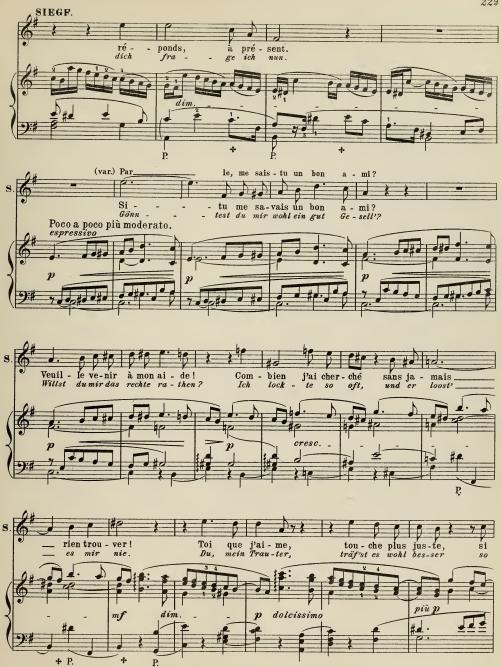


















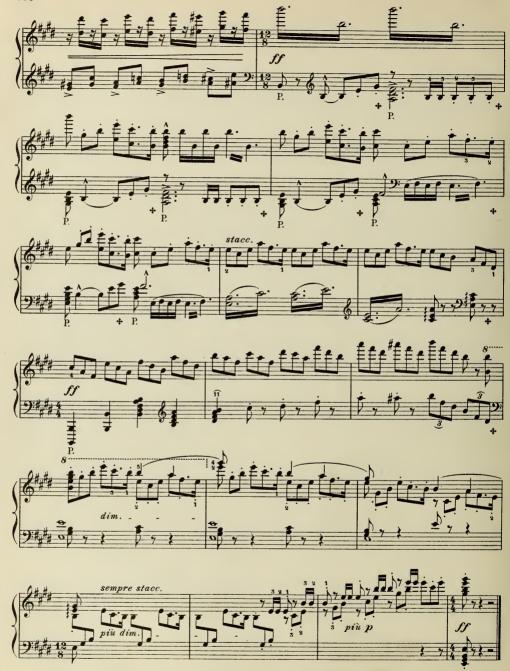




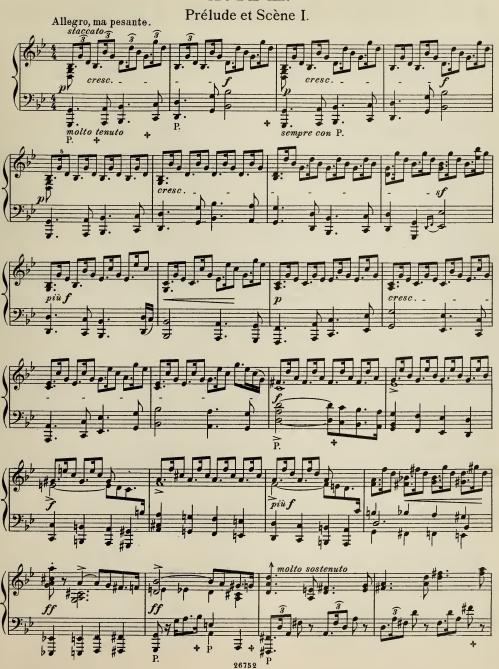


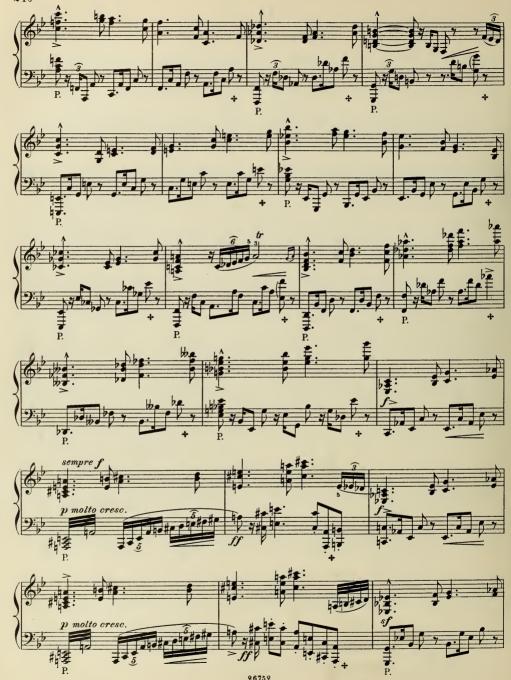






ACTE III.







SCÈNE I.

Un site sauvage au pied d'un roc qui monte à pic au fond, vers la gauche. C'est la nuit. Orage et tempête. Eclairs et grondement de tonnerre. Tout se calme peu à peu, mais les éclairs continuent à traverser les nuages.

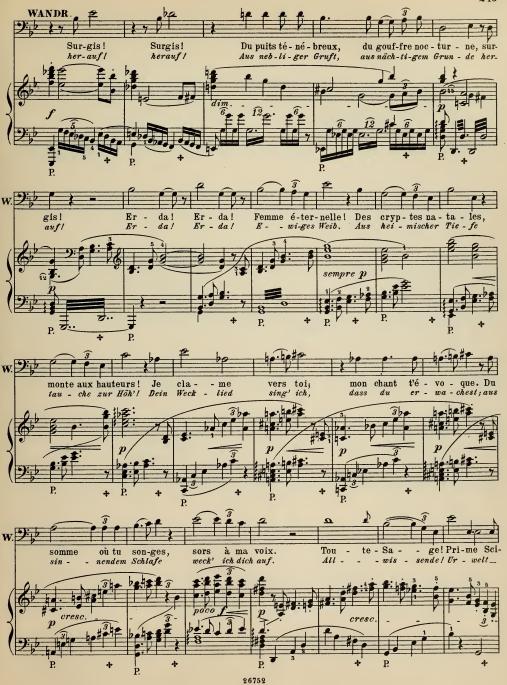


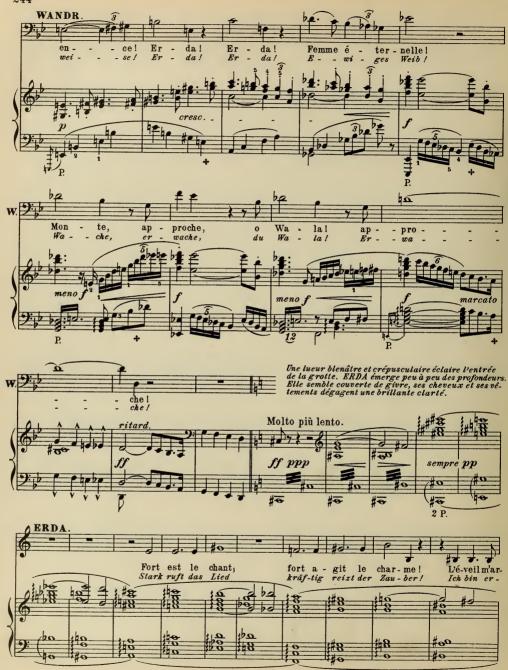
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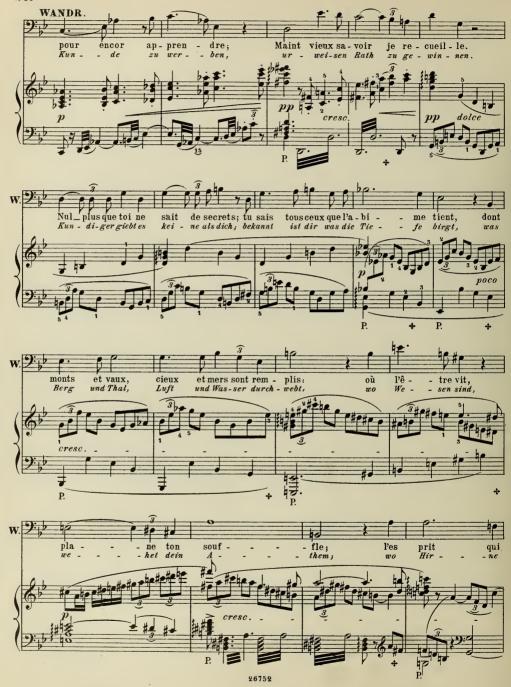
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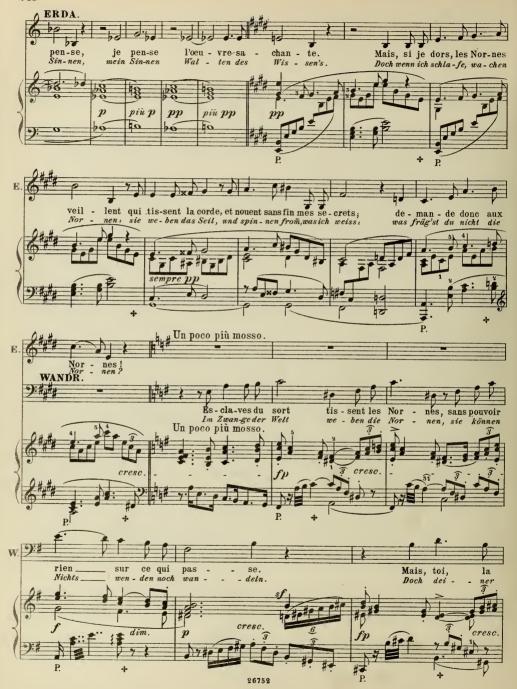


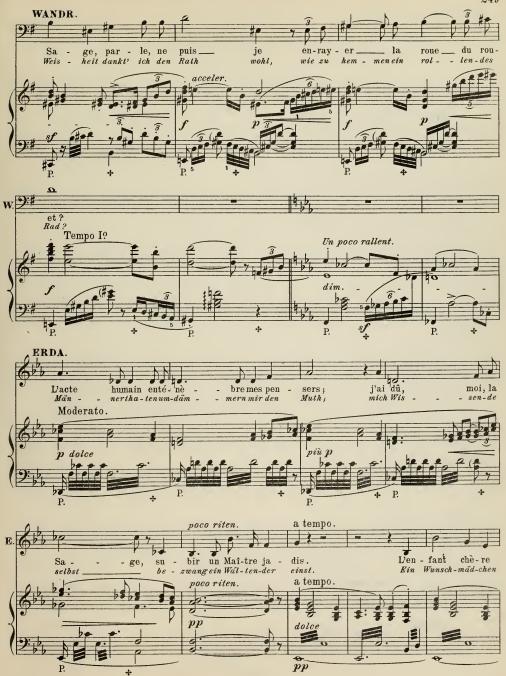








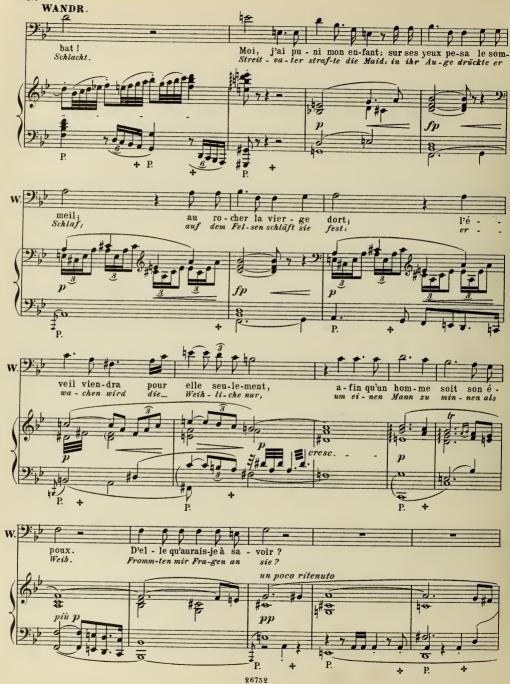






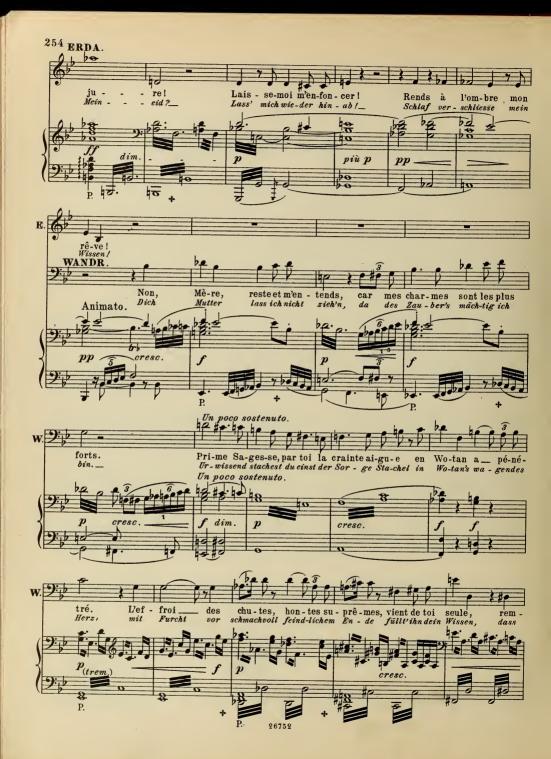




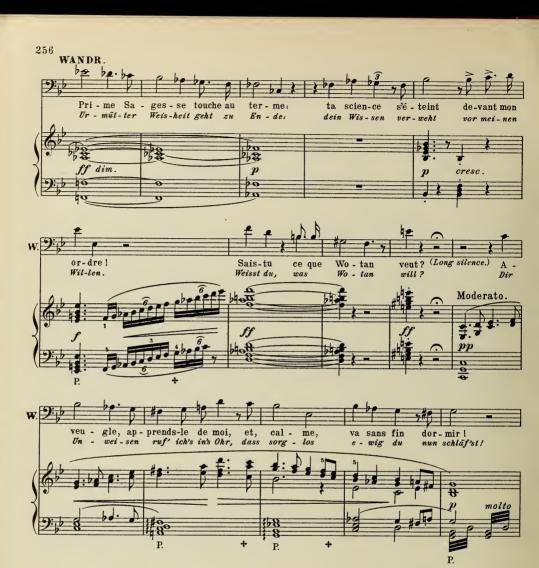






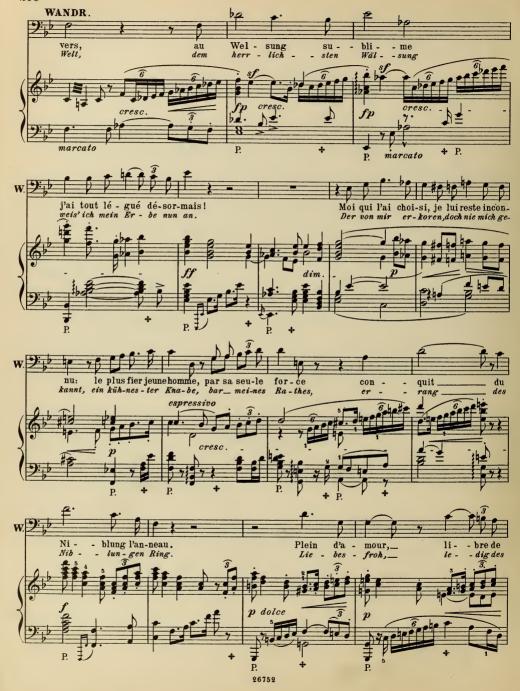




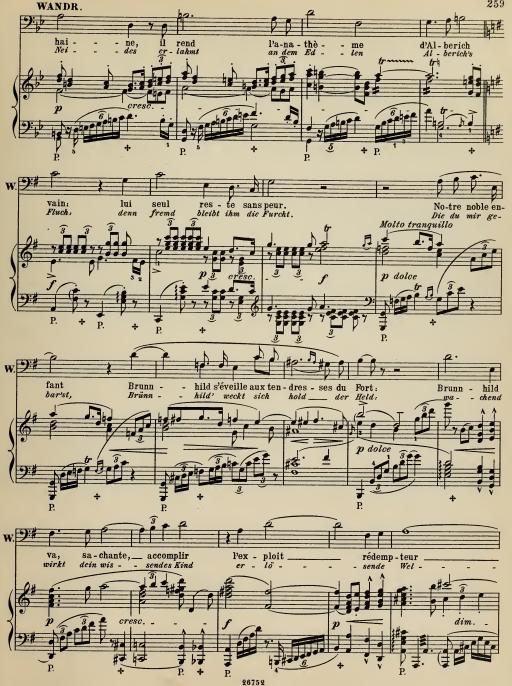






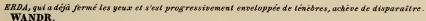














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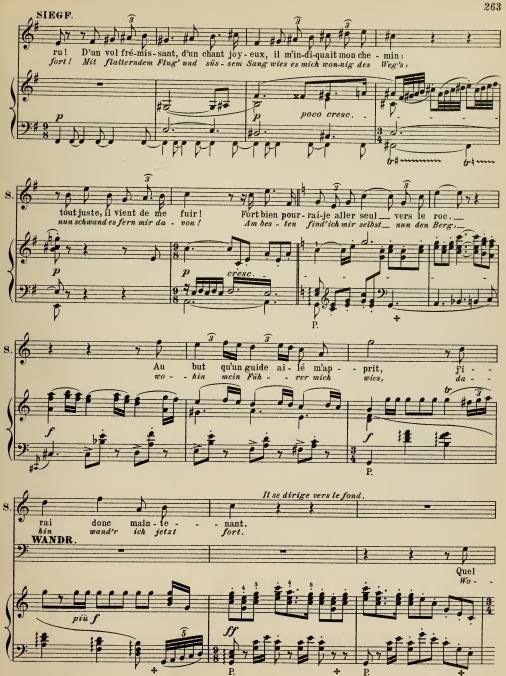
(L'untre est redevenu obscur. La lumière du matin éclaire la scène. La tempête a cessé. Le Voyageur est venu tout près de la crypte à laquelle il s'adosse.)

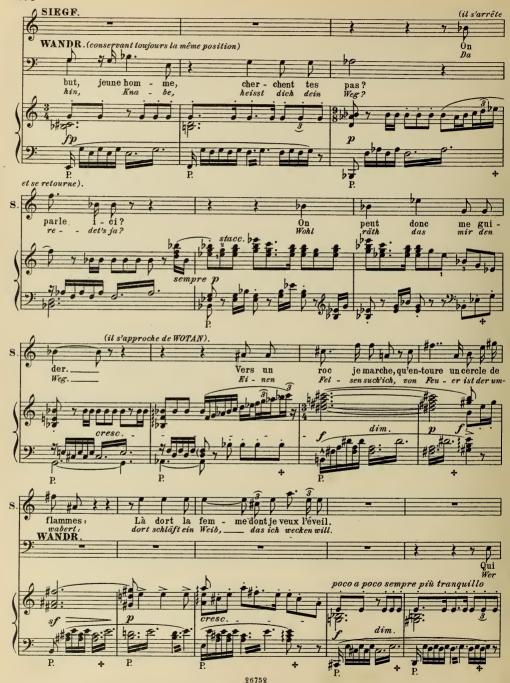


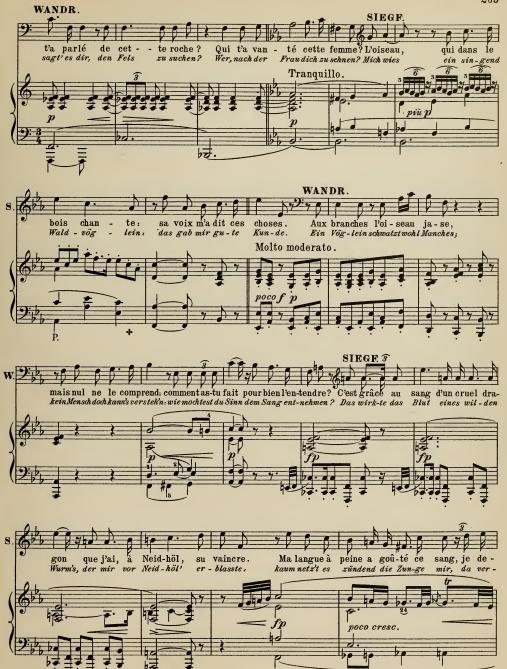






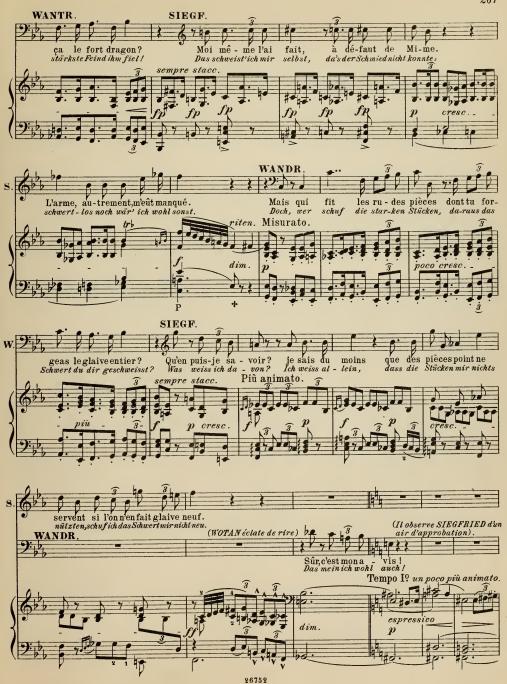




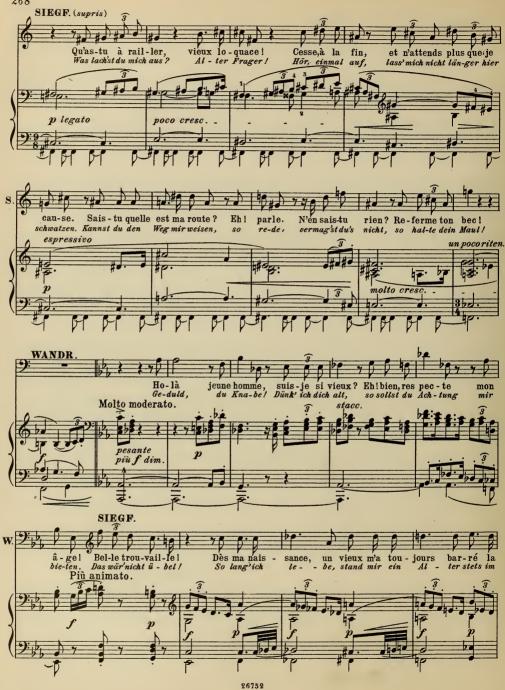






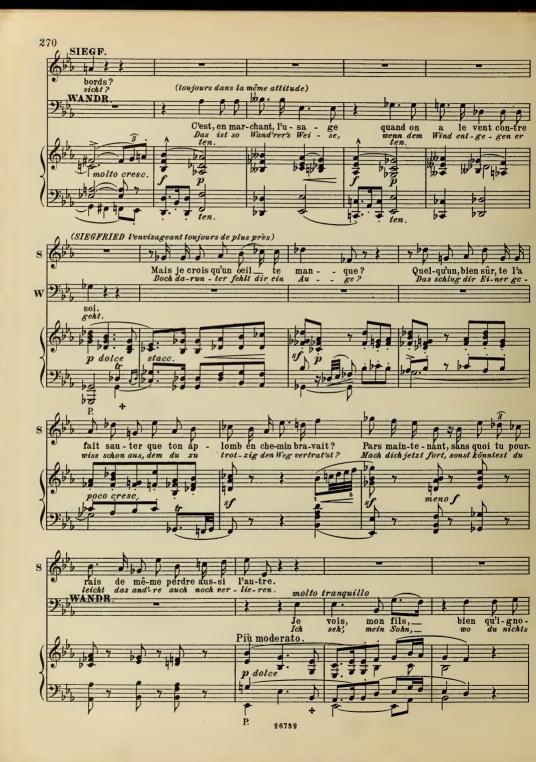




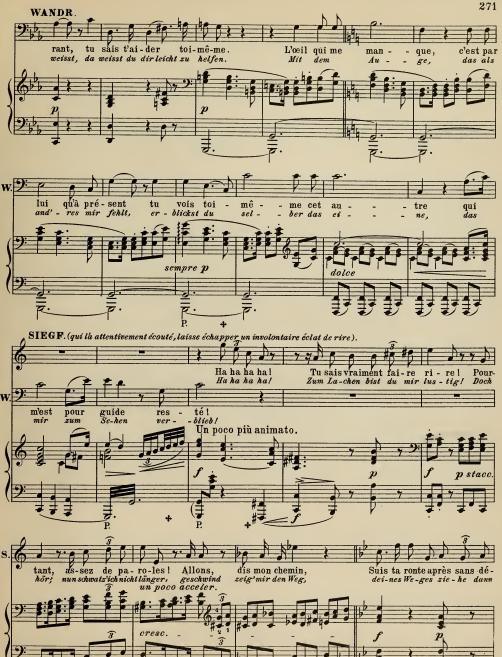




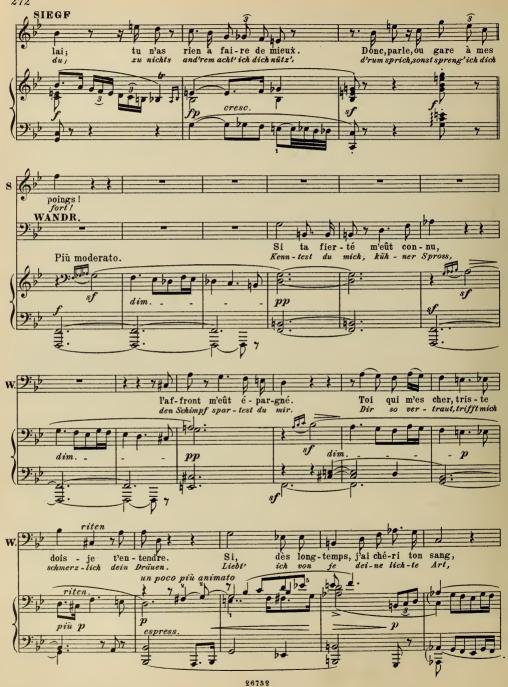










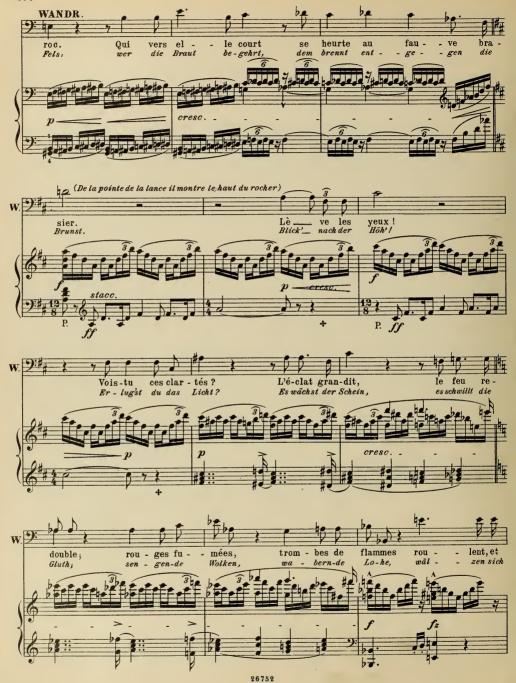




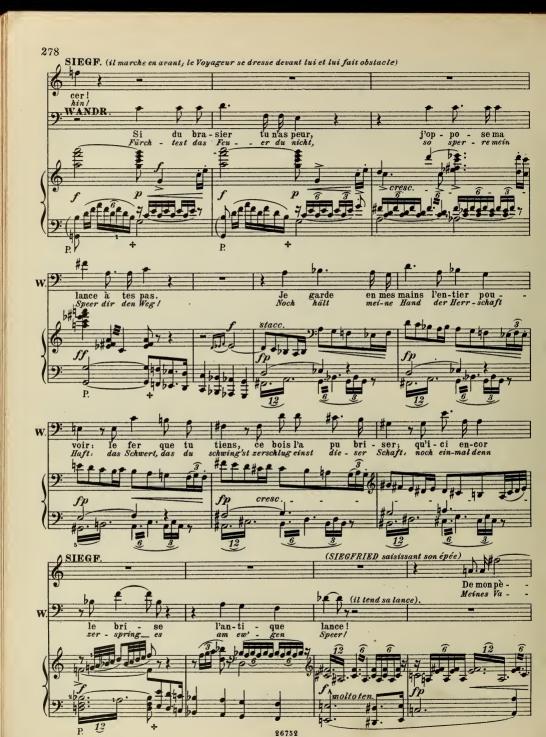












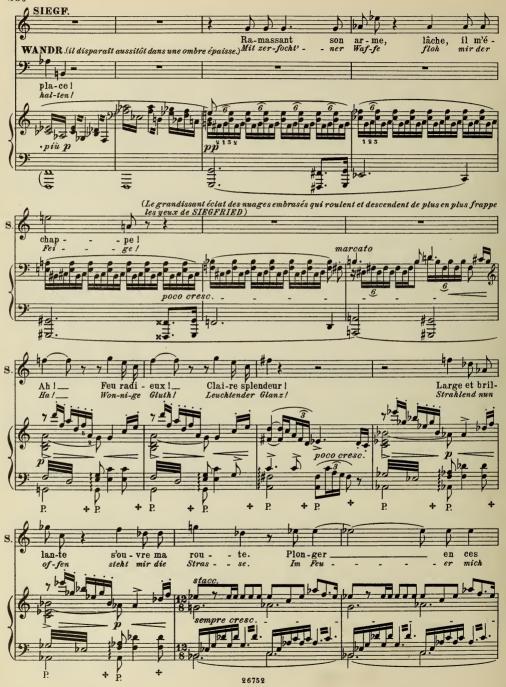




d'épée sur la lance du Voyageur, il la brise en deux; un éclair étincelant sort de l'arme qui se rompt et va frapper le sommet du roc où l'embrasement grandit maintenant de plus en plus. Un violent coup de tonnerre aussitôt amort à a suivi l'éclair. Le Voyageur ramasse tranquillement à ses pieds les tronçons de sa lance.



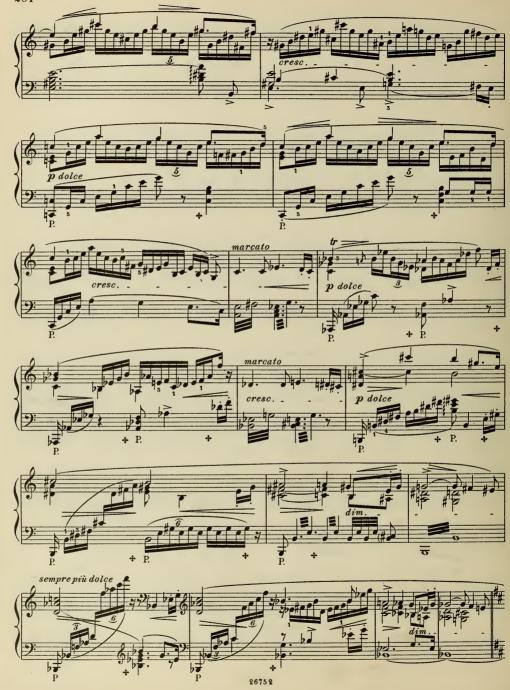












SCÈNE III.

Les nuages, toujours s'allégeant, ne sont plus qu'une brume rosée qui s'évapore par en haut. Bientot on ne voit plus que leciel clair et bleu avec le sommet du rochev à présent découvert; c'est exactement le décor du 3% acte de la WALKYRIE. Seuls, quelques rougeoitements trahissent les flammes qui persistent dans la vallée. Au premier plan, à l'ombre du grund sapin, est couchée BRUNNHILDE dans son armure éclatante, le casque en tête, son long bouclier couvrant son corps, profondément endormie.



(SIEGFRIED, monté par l'autre pente, arrive au fond, près de la saillie qui entoure le sommet du roc. On ne voit d'abord.



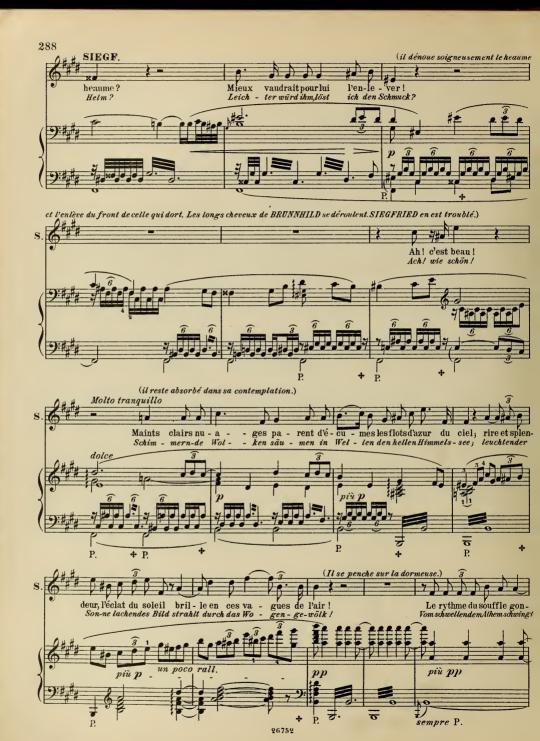
que son buste au dessus de la crête. Il regarde autour de lui d'un œil surpris.)







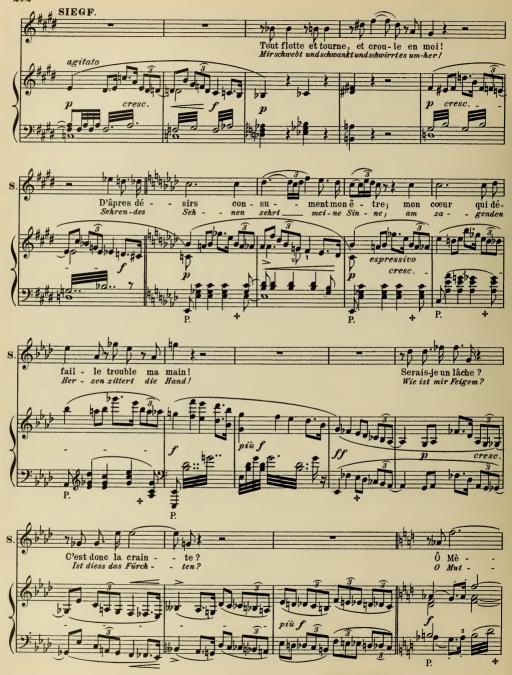




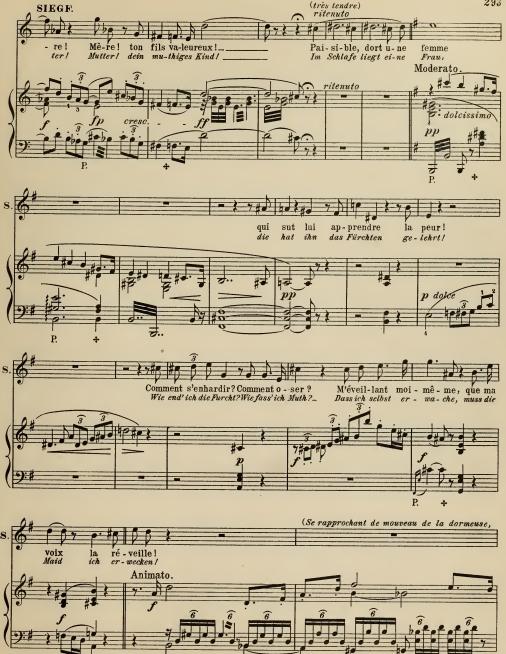


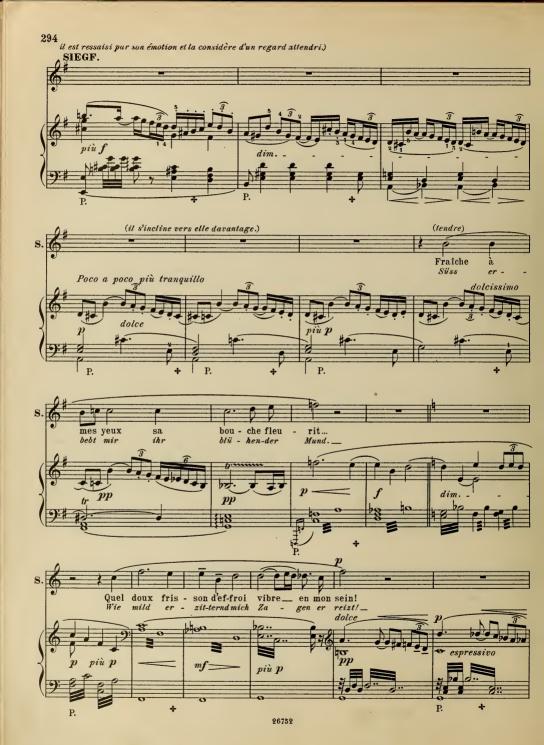


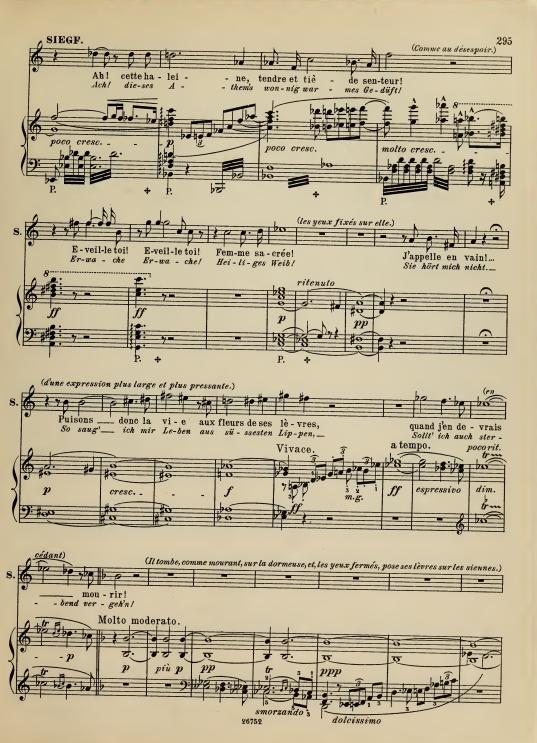


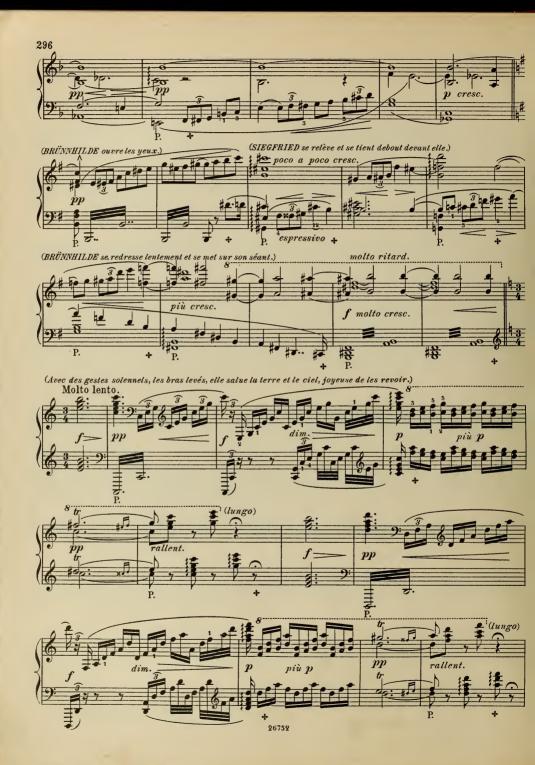


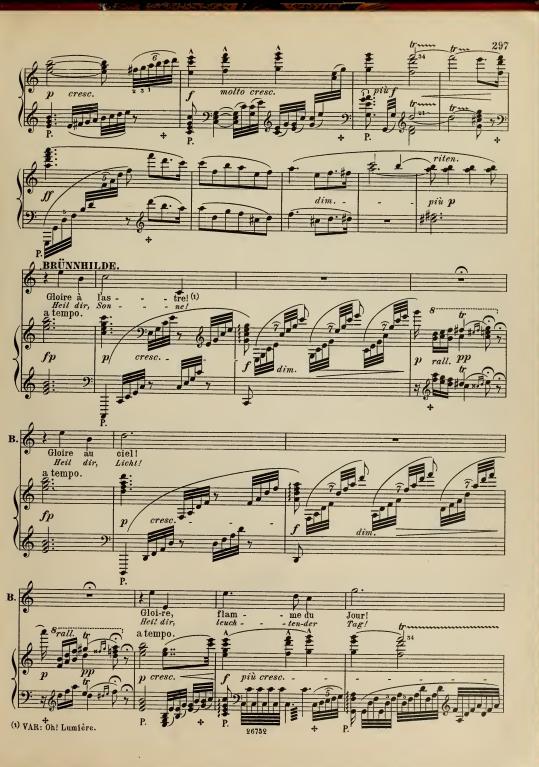








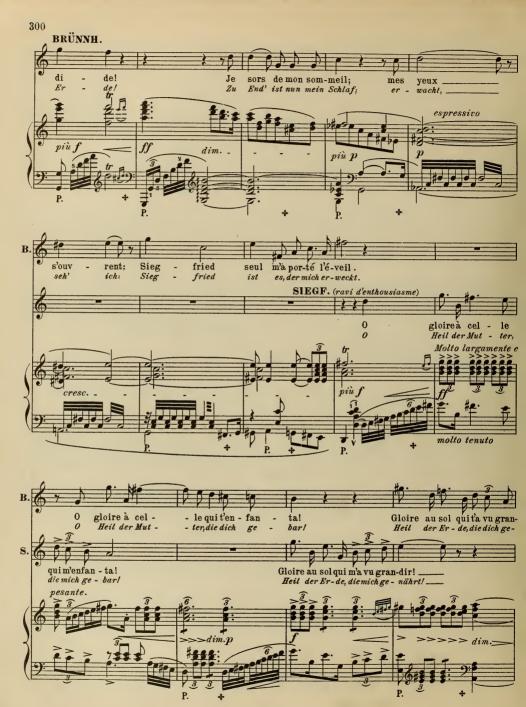


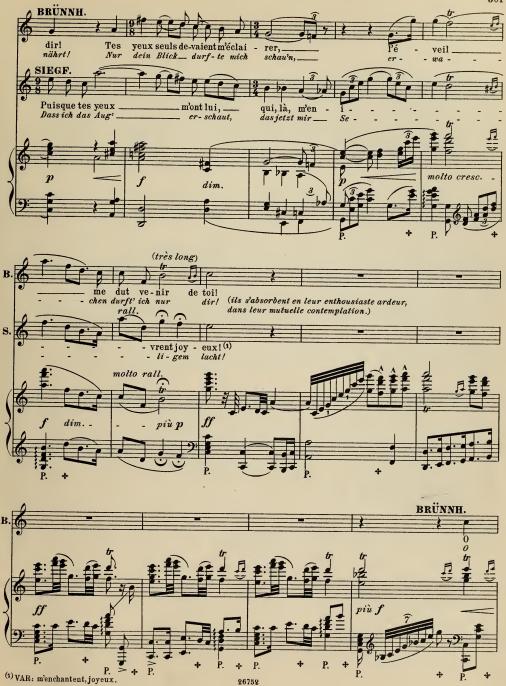


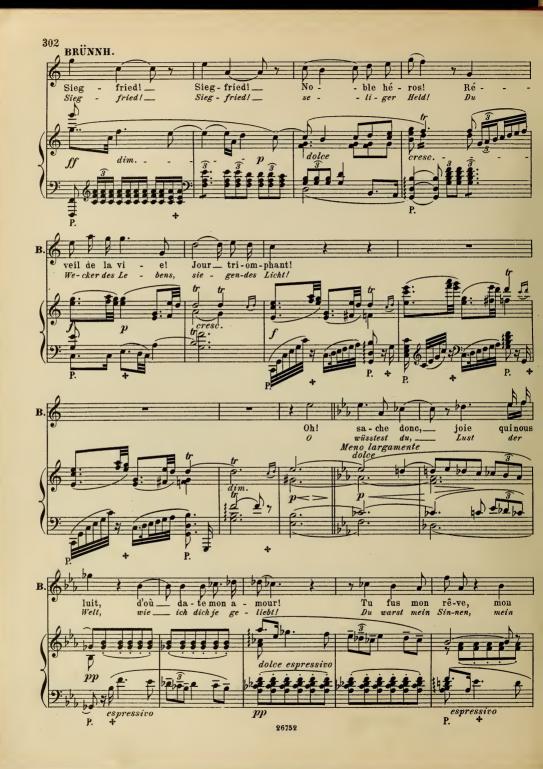






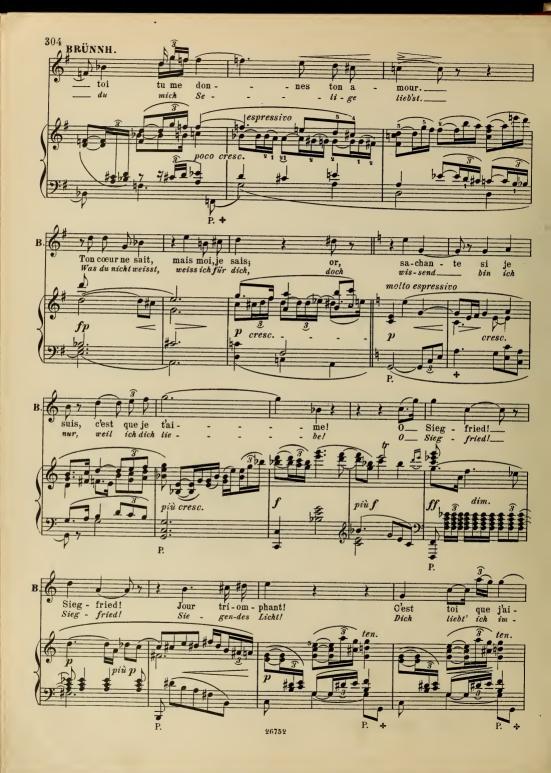


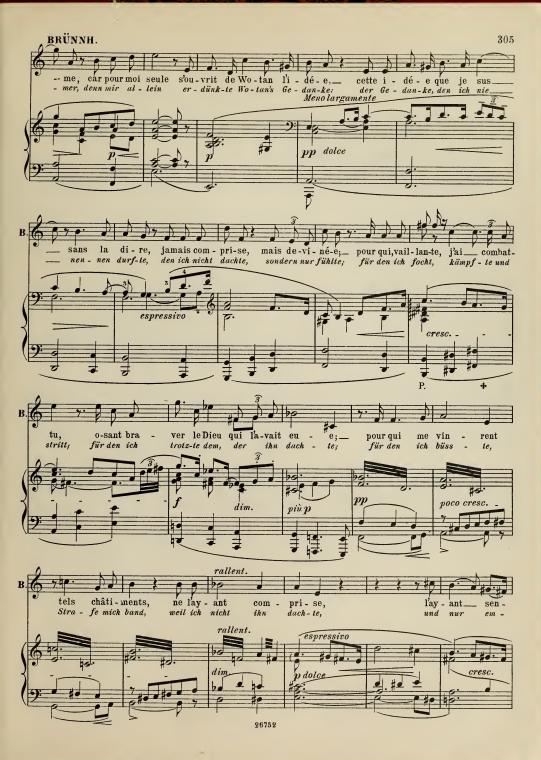


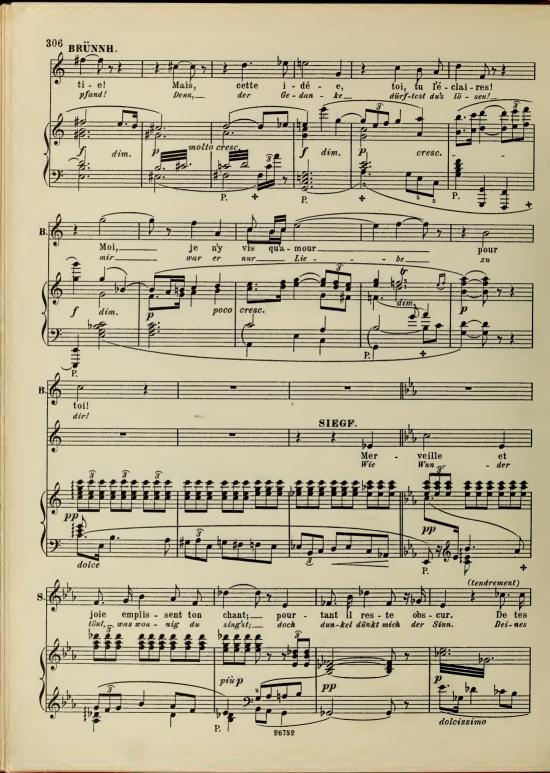


















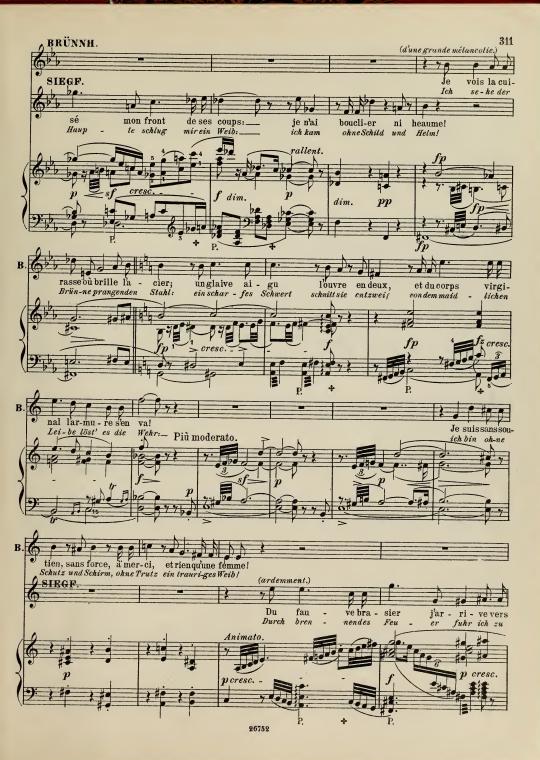


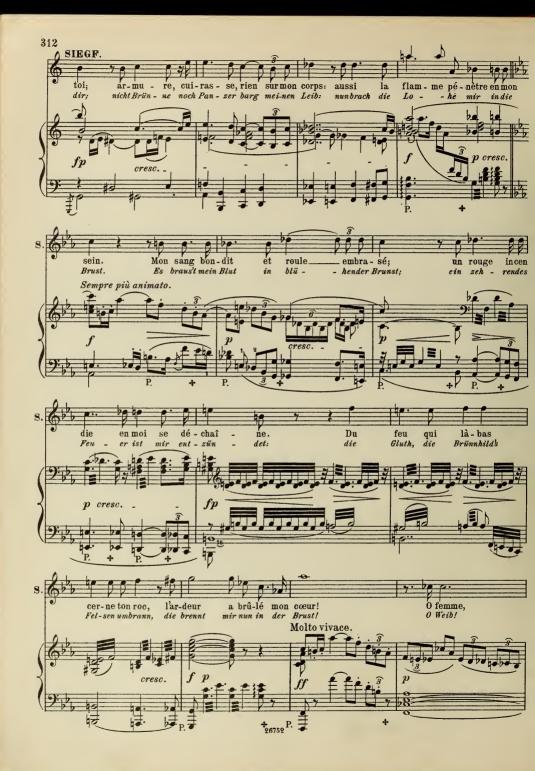


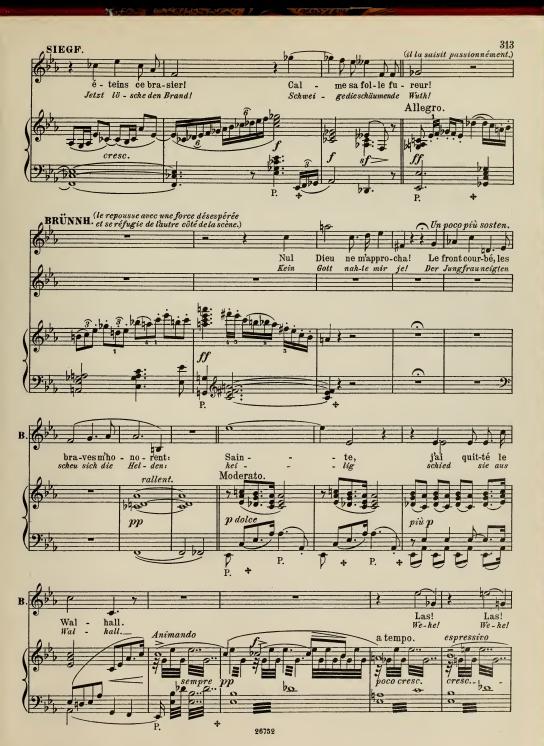








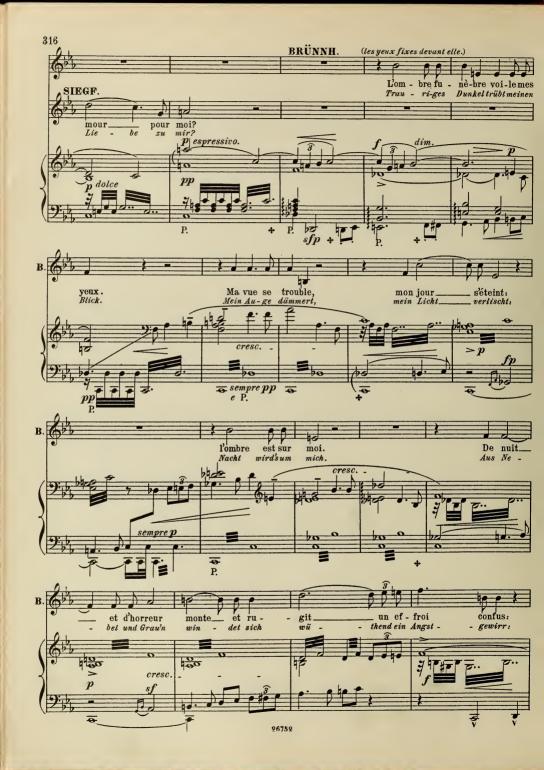








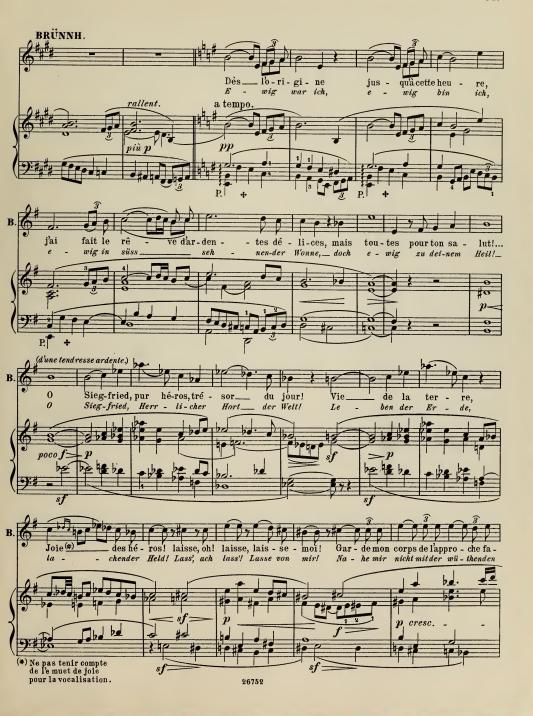




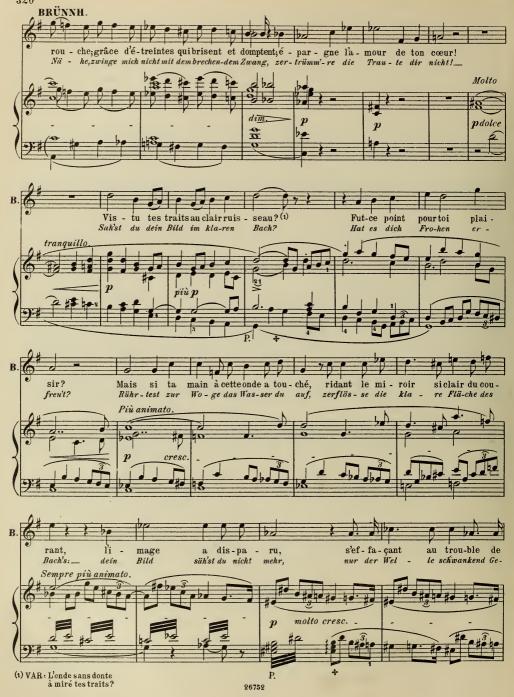




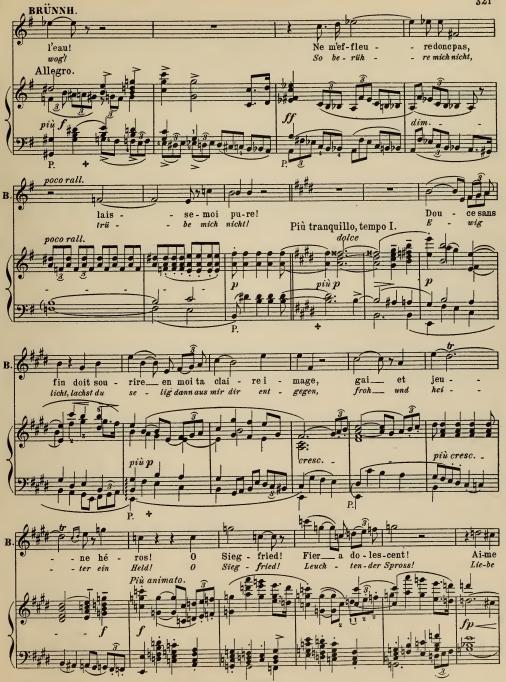


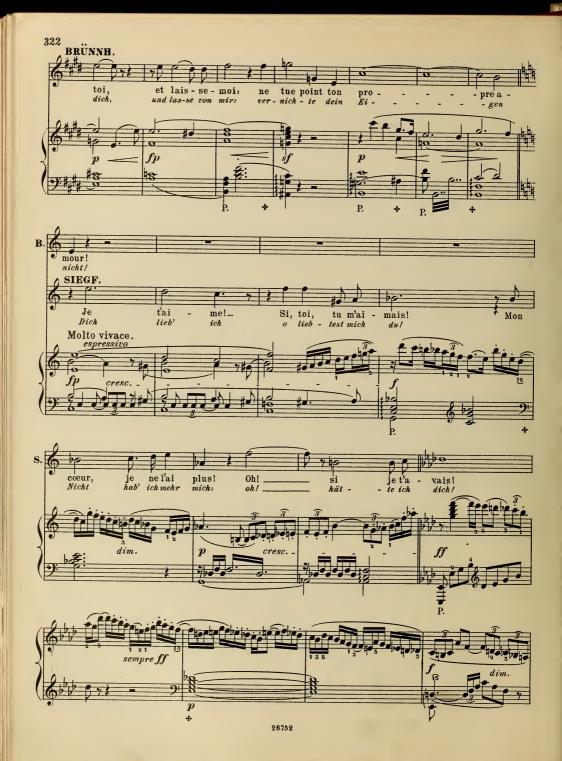


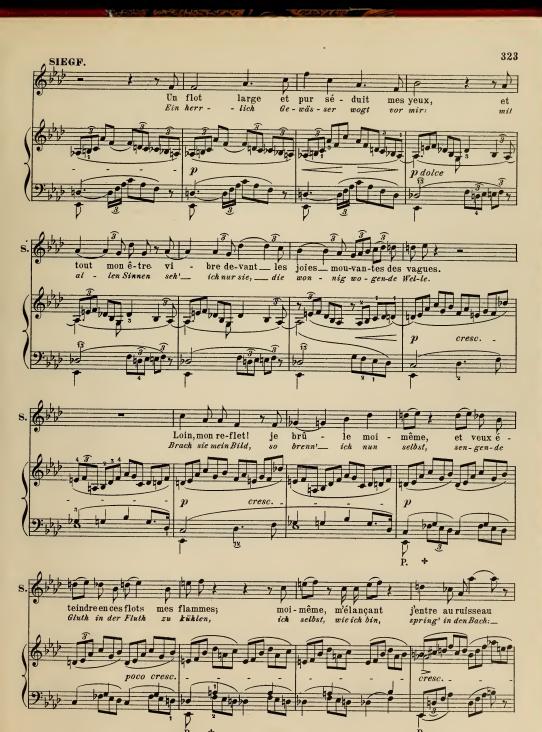




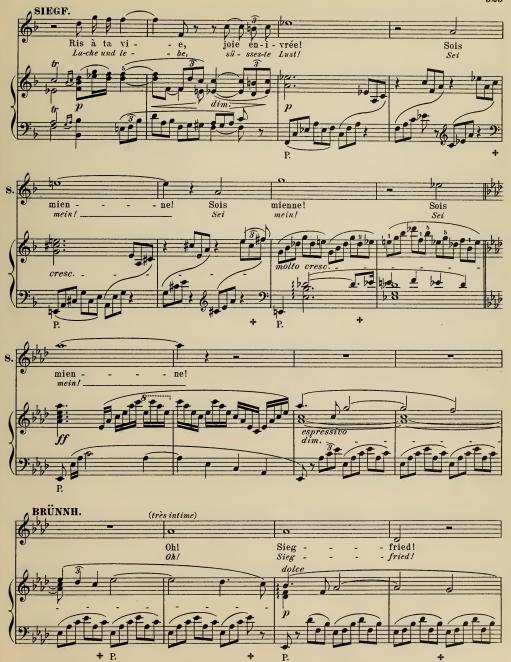


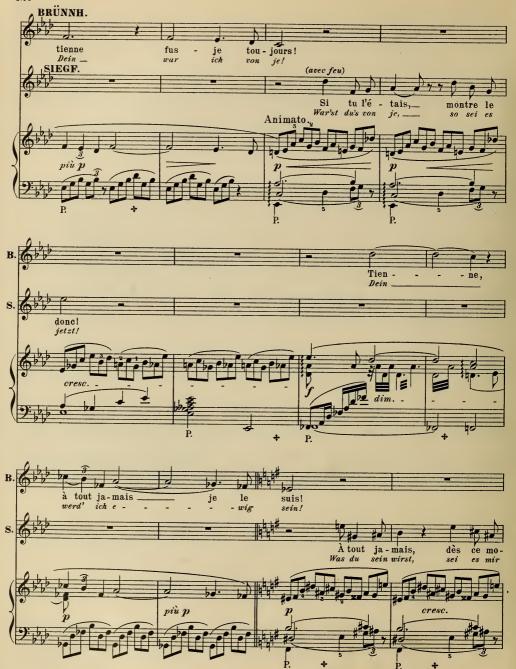












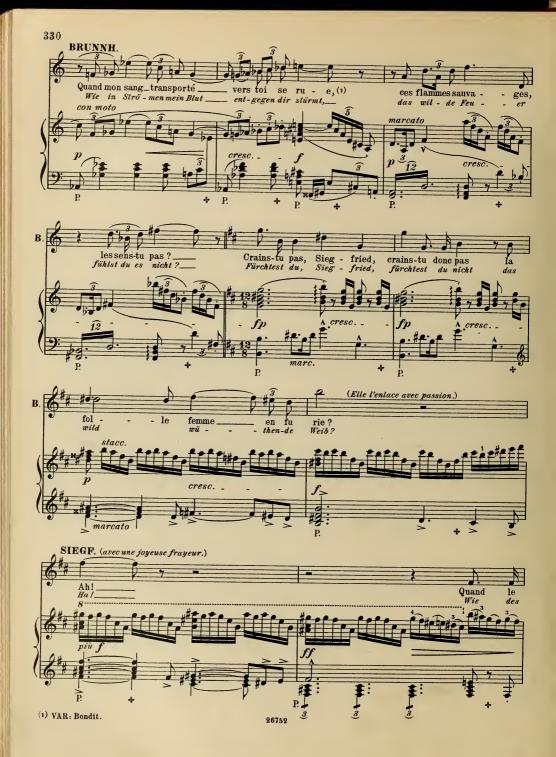








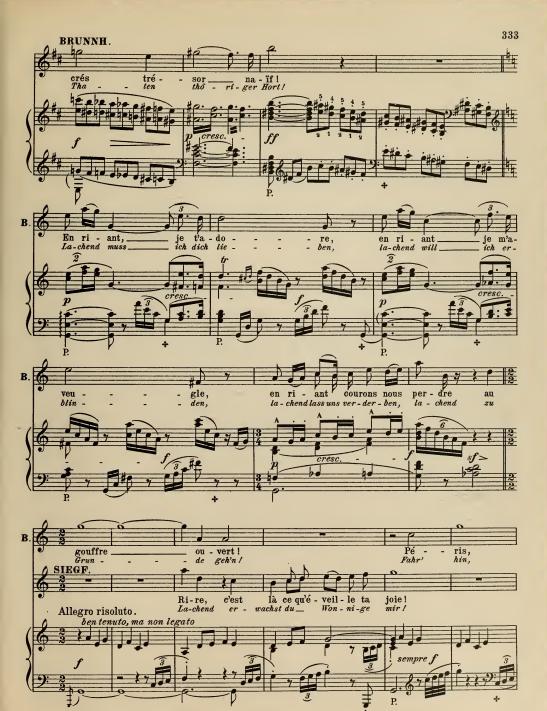


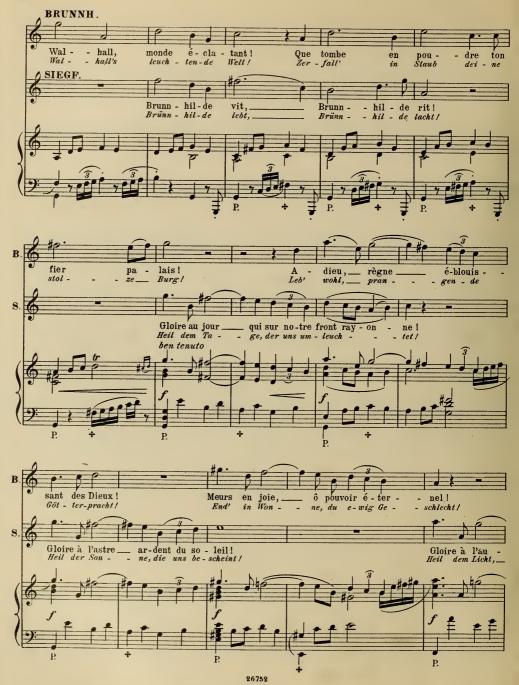






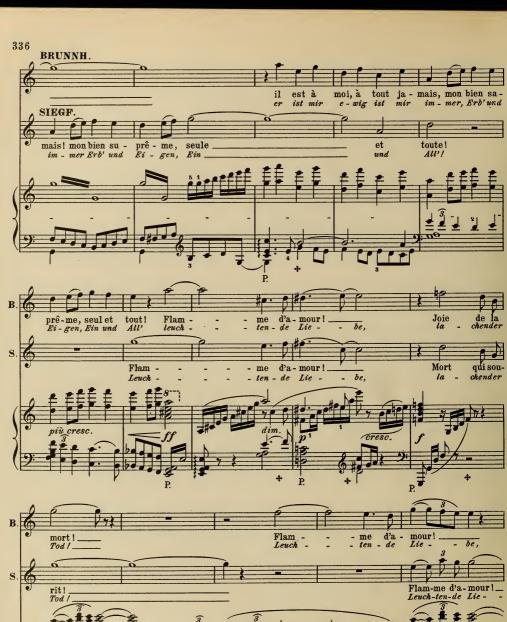




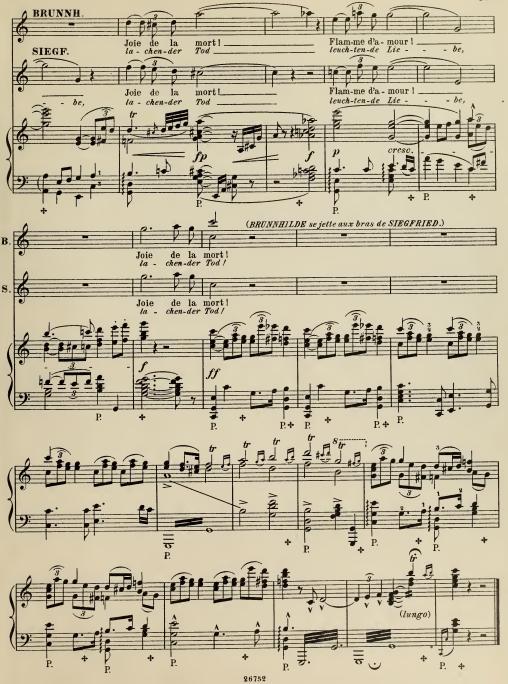


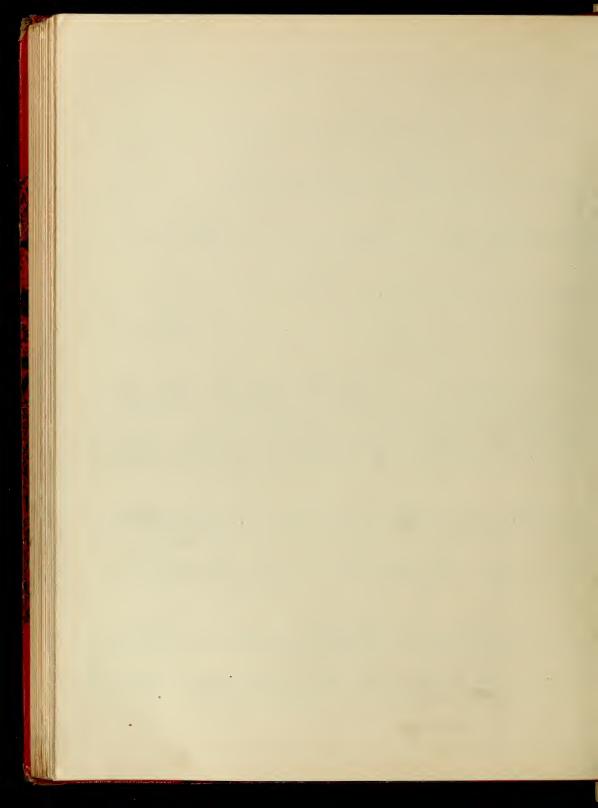


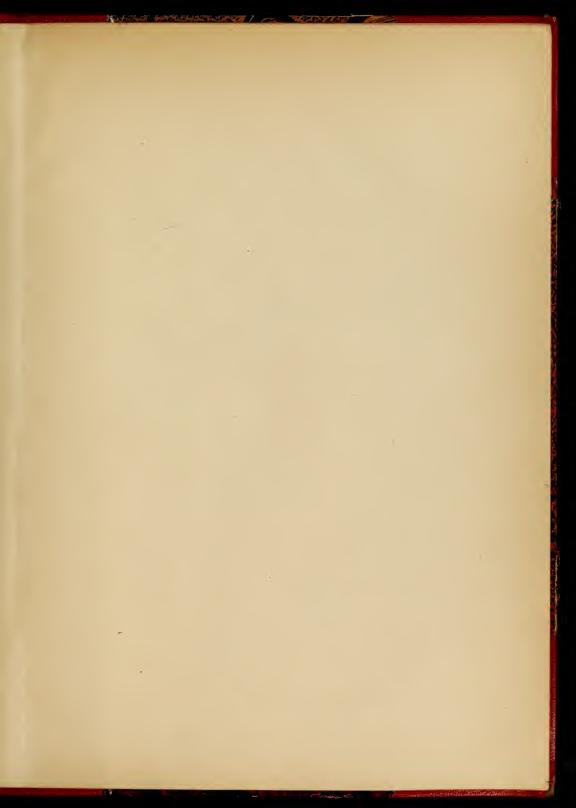


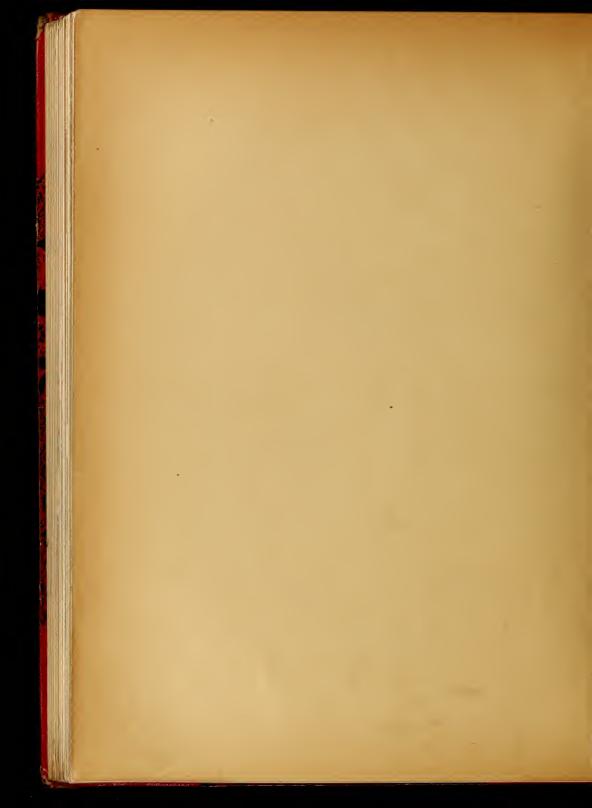


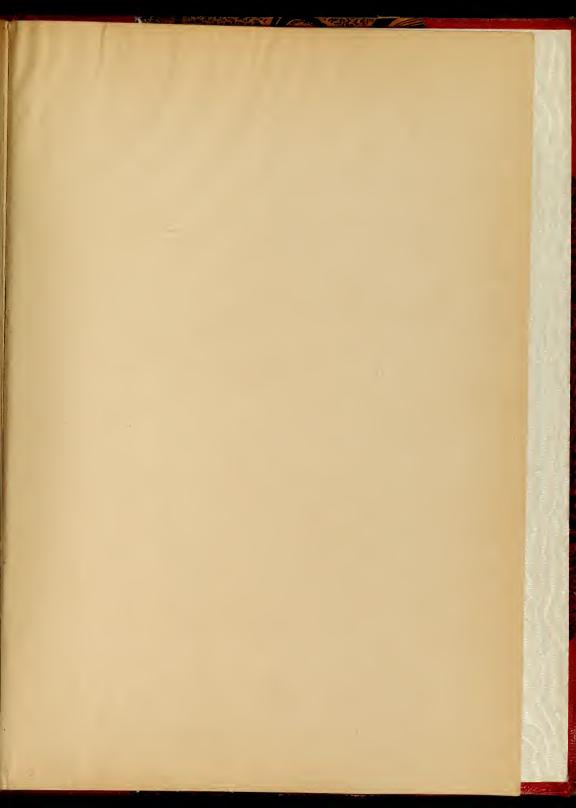












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